Pocket Guide

GDC

GAME DEVELOPERS CONFERENCE

MOSCONE CENTER · SAN FRANCISCO, CA

MARCH 2–6, 2015 · EXPO: MARCH 4–6, 2015

Track & Summit Legend

GDC Summits

- AI Summit
- Community Management Summit
- eSports Summit
- F2P Free to Play Summit
- Game Narrative Summit
- GDC Education Summit
- Independent Games Summit
- Smartphone & Tablet Games Summit

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- C Career Development
- Design
- Game Career Seminar
- M Monetization
- Production
- Programming
- E Special Event
- Visual Arts

UBM Tech

ALL ACCESS PASS HOLDERS:
YOUR MEMBERSHIP NOTIFICATION WILL BE SENT VIA EMAIL TWO WEEKS AFTER THE EVENT!

GDC Vault

UNLOCK **8,000+** IN-DEPTH DESIGN, TECHNICAL AND INSPIRATIONAL TALKS AND SLIDES FROM GAME DEVELOPMENT INDUSTRY INFLUENCERS, TAKEN FROM 20 YEARS OF THE WORLDWIDE GAME DEVELOPERS CONFERENCES. FEATURING MOBILE-FRIENDLY CONTENT FROM GDC 2014.

STUDIO AND EDUCATION MEMBERSHIP PACKAGES ALSO AVAILABLE.

CONTACT US AT SALES@GDCVAULT.COM

GDCVAULT.COM

UBM Tech

GDC

Special Events

Highlighted Events

Flash Forward
Wednesday: 9:30-10:30am
GDC Ballroom, West Hall, Street Level

GDC Expo Floor
Wednesday-Thursday: 10am-6pm • Friday: 10am-3pm
South Hall, Lower Level

GDC Happy Hour
Thursday: 5-6pm
South Hall, Expo Floor

GDC Play
Wednesday-Thursday: 10am-6pm • Friday: 10am-3pm
North Hall, Lower Level

15th Annual Game Developers Choice Awards
Wednesday: 6:30-8:30pm
GDC Ballroom, West Hall, Street Level

17th Annual Independent Games Festival Awards
Wednesday: 6:30-8:30pm
GDC Ballroom, West Hall, Street Level

Game Career Seminar
Friday: 9am-5pm
North Hall, Room 130

Additional Events

13th Game Audio Network Guild Awards
Thursday: 7:30-9:30pm
West Hall, Room 3003

3DPlusMe: 3D Personalization Experience
Wednesday-Thursday: 10am-6pm • Friday: 10am-3pm
North Hall, Lower Level

alt.ctrl.GDC
Wednesday-Thursday: 10am-6pm • Friday: 10am-3pm
Career Center Floor, Booth CC2326

Career Center
Wednesday-Thursday: 10am-6pm • Friday: 10am-3pm
North Hall, Lower Level

Indie MEGABOOTH Showcase
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
West Hall, Third Level

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Special Events

Intel Hangout Lounge
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
South Hall, Mezzanine Level

Mild Rumpus
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
West Hall, Street Level

One Life Left
Tuesday-Thursday: 3-4:30pm • Friday: 3-4pm
North Hall, Lower Lobby

PlayStation Lounge
Sponsored by Sony Computer Entertainment America
Wednesday-Thursday: 10am-6pm • Friday: 10am-3pm
Career Center Floor, Booth CC2202

Shut Up & Sit Down: A Lovely Tabletop Lounge
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
West Hall, Third Level

Train Jam
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
West Hall, Third Level

Ubisoft Lounge
Sponsored by Ubisoft
Monday-Tuesday: 9:30am-6:30pm • Wednesday: 8:30am-6:30pm
Thursday: 9:30am-6:30pm • Friday: 8:30am-4pm
West Hall, Third Level

Videogame History Museum
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
North Hall, Lower Lobby

VideriSQ
Wednesday: 5-6:30pm
West Hall, Street Level

Wheel of Whimsy
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
North Hall, Lower Lobby

Xbox Lobby Bar
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
South Hall, Street Level

Xbox Lounge
Monday-Thursday: 10am-6pm • Friday: 10am-3pm
West Hall, Second Level

GDC Summits

- AI Summit
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- Smartphone & Tablet Games Summit

Monday, March 2 10-11am

Summits & Tutorials • Monday, March 2 • 10am-6pm

For Conference Attendees

Coffee Break 9:30-10am Lunch Break 12:15-1:45pm Coffee Break 4-4:30pm

10am-6pm Game Design Workshop: Day 1
Ted Aronson (Funomena), Andy Ashcraft (Giantsdance Games), Daniel Cook (Spry Fox), Jeb Havens (YouTube), Eileen Hollinger (Funomena), Robin Hunicke (Funomena), Marc LeBlanc (Riot Games), Stone Lebrande (Riot Games), Andrew Leker (SuperSaga Studios), Zak McClendon (Independent),Tim Stellmach (OtherSide Entertainment)
Room 236, South Hall, Mezzanine Level

10-11am

10-10:25am Boxes and Breakthroughs: Lessons Learned from "Publishing" Student Games
Jesse Vigil (Psychic Bunny) Room 3001, West Hall

10-10:25am Computers Are Terrible Storytellers - Let's Give the Humans a Shot
Stephen Hood (Storium) Room 3016, West Hall

10-10:25am Dedicated Prototyping for Mobile Game Development
Tom Blind (Backflip Studios) Room 2001, West Hall

10-10:25am Unconventional Wisdom on Creating a Passionate Community
Gabe Graziani (Ubisoft) Room 3003, West Hall

10-10:30am Art Direction Bootcamp: Demystifying Art Direction
Keith Self-Ballard (Volition) Room 303, South Hall

10-10:30am *Presented by Google*
Making Mobile Games More Magnificent
Greg Hartrell (Google, Inc.) Room 2006, West Hall

10:30-11am Art Direction Bootcamp: 7 Habits of Highly Effective Art Directors
Ben Thompson (Blizzard Entertainment) Room 303, South Hall

10:30-11:15am *Presented by Google*
Running a Successful Games Business with Google
Bob Meese (Google, Inc.) Room 2006, West Hall

10:35-11am Balancing Community Management With Transparent Development
Tony Jones (Daybreak Game Company) Room 3003, West Hall

10:35-11am Cinematic Games Are Dead! Long Live Cinematic Games!
Matthew Weise (Fiction Control) Room 3016, West Hall

10:35 -11am Dev Studio 2.0: Paid to Learn
Amy Adkins (University of Utah) Room 3001, West Hall

10:35-11am Opportunities in Asia: Insights and Strategies for Western Mobile Developers
Josh Burns (Independent) Room 2001, West Hall

Animation Bootcamp: Introduction & Live 2D Animation Demo
Tim Borrelli (5th Cell), Mariel Cartwright (Lab Zero), Michael Jungbluth (Volition)
Room 132, North Hall

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Monday, March 2 10am-12:15pm

10-11am (continued)

Advanced Visual Effects With DirectX 11 & 12: Welcome/Getting the Most Out of DirectX12
Evan Hart (NVIDIA), David Oldcorn (AMD), Nicolas Thibieroz (AMD) — Room 130, North Hall

Building a Better Centaur: AI at Massive Scale
Mike Lewis (ArenaNet), Dave Mark (Intrinsic Algorithm) — Room 306, South Hall

Effective LiveOps Strategies
James Gwertzman (PlayFab) — Room 2020, West Hall

Math for Game Programmers: Intro – Math Tutorial Fast Forward and Doing Math with RGB (and A) Correctly
Squirrel Eiserloh (SMU Guildhall), Jim Van Verth (Google) — Room 304, South Hall

Reactive Game Development: The TALOS PRINCIPLE Postmortem
Davor Hunski (Croteam), Alen Ladavac (Croteam) — Room 2005, West Hall

Scroll Back: The Theory and Practice of Cameras in Side-Scrollers
Itay Keren (Untame) — Room 2009, West Hall

The Year in F2P Games, Part One: Social/Mobile
Bob Bates (Independent), Steve Meretzky (GSN Games), Dave Rohrl (GameHound) — Room 2016, West Hall

Presented by npnf
Moving from Bespoke to Generic Game Servers
Sean Austin (npnf) — Room 2014, West Hall

11:15am-12:15pm

11:15-11:40am Designing Mobile Games That Actually Get Kids Mobile
Nis Bojin, Ph.D. (Zeros 2 Heroes Media) — Room 2001, West Hall

11:15-11:40am GALAK-Z Forever: Building Space-Dungeons Organically
Zach Aikman (17-Bit) — Room 2009, West Hall

11:15-11:40am Harvesting Interactive Fiction
Heather Albano (Choice of Games LLC) — Room 3016, West Hall

11:15-11:40am Increasing Gender Diversity in Game Development Programs
Clara Fernandez Vara (NYU Game Center), Elaine Gomez (University of Southern California), Deirdra "Squinky" Kiai (UC Santa Cruz), Elyse Lemoine (NYU Game Center), Julia Wlochowski (Greenbrier Games) — Room 3001, West Hall

11:15-11:40am Math for Game Programmers: Fast and Funky 1D Nonlinear Transformations
Squirrel Eiserloh (SMU Guildhall) — Room 304, South Hall

11:15-11:40am The Turning Tide: Independent Game Sales in 2015
Mike Rose (tinyBuild Games) — Room 2005, West Hall

11:15-11:45am Animation Bootcamp: The Animation Process of ORI
James Benson (Campo Santo) — Room 132, North Hall

11:15-11:45am Art Direction Bootcamp: How Being Different Makes All the Difference
Alessandro Taini (Ninja Theory) — Room 303, South Hall

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- AI Summit
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Monday, March 2 11:15am-12:15pm

11:45am-12:15pm Art Direction Bootcamp: Cinematography for Art Directors
Robh Ruppel (Naughty Dog) Room 303, South Hall

11:45am-12:15pm Math for Game Programmers: Game Math Case Studies
Eric Lengyel (Terathon Software) Room 304, South Hall

11:50am-12:15pm Animation Bootcamp: Locomotion of SUNSET OVERDRIVE
Elliot Grossman (Insomniac) Room 132, North Hall

11:50am-12:15pm Creating Hyper-Adaptive Music on an Indie Budget
C. Andrew Rohrmann (scntfc /17-Bit) Room 2009, West Hall

11:50am-12:15pm Encouraging Engagement in Large and Extra, Extra Large Courses
Sean Gouglas (University of Alberta) Room 3001, West Hall

11:50am-12:15pm Featured on the App Stores - An Indie Guide
Tom Kinniburgh (Ayopa Games) Room 2001, West Hall

11:50am-12:15pm Leading Players Astray: 80 DAYS & Unexpected Stories
Meg Jayanth (Freelance) Room 2005, West Hall

11:50am-12:15pm Narrative Review Process - Getting Useful Feedback on Your Story
Jonathan Dankoff (Ubisoft) Room 3016, West Hall

Advanced Visual Effects With DirectX 11 & 12: Visual Effects in STAR CITIZEN
Alistair Brown (Cloud Imperium) Room 130, North Hall

Making Things Up: The Power and Peril of PCG
Gillian Smith (Northeastern University), Nathan Sturtevant (University of Denver), Julian Togelius (New York University) Room 306, South Hall

Managing Game Communities Within the Culture Wars
Raph Koster (Raph Koster Consulting), Richard Vogel (BattleCry Studios), Gordon Walton (Art & Craft Entertainment) Room 3003, West Hall

The Year in F2P Games, Part Two: Beyond Social/Mobile
Frank Cartwright (Reloaded Games), AJ Glasser (Facebook), Juan Gril (Joju Games) Room 2016, West Hall

User Acquisition from Beta Launching to Scale
Anya Shapina (GameChangerSF), Phil Shpilberg (GameChangerSF) Room 2020, West Hall

Presented by npnf
Bridging the Divide: Platform Architects and Developers
Sean Austin (npnf), Christian Hoareau (DeNA), Mark Wallace (KIXEYE), James Yu (Parse) Room 2014, West Hall

Presented by Google
Lightning Talk! Lightning Talk! Lightning Talk!
Todd Kerpelman (Google Inc.) Room 2006, West Hall

Presented by AdColony
A 360 View on Video's Role in the Mobile Game Ecosystem
Bryan Buskas (AdColony), David Pokress (AdColony), Thorbjorn Warin (AdColony) Room 2011, West Hall

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Monday, March 2 12:15-2:45pm

12:15-1:45pm LUNCH

12:30-1:30pm *Presented by npnf*
Attaining and Retaining Whales
Akio Bandle (npnf) Room 2014, West Hall

1:45-2:45pm

1:45 -2:10pm **Math for Game Programmers: Math Microtalks**
Graham Rhodes (Applied Research Associates, Inc.) Room 304, South Hall

1:45-2:10pm **Strategic Community Communication: Managing Your Channels Without Running Aground**
Maurice Tan (Deep Silver) Room 3003, West Hall

1:45-2:10pm **The Making of LEXICA: A Truly Massive Tablet Game**
Jesse Schell (Schell Games LLC) Room 2001, West Hall

1:45-2:10pm **The Simplest AI Trick in the Book**
Jonathan Adamczewski (Insomniac Games), Dan Brewer (Digital Extremes), Kevin Dill (Lockheed Martin), Rez Graham (Maxis), Steve Rabin (DigiPen Institute of Technology) Room 306, South Hall

2:20-2:45pm **BREAKAWAY: A Narrative Game's Success at Addressing Gender-Based Violence**
Ann DeMarle (Champlain College) Room 3016, West Hall

2:20-2:45pm **Education in Gaming: Narrative as a Tool for Fostering Engagement**
Jennifer Young (Pixelberry Studios) Room 2001, West Hall

2:20-2:45pm **Faerie Dust and Sparkles: Bringing Your AI Characters to Life**
Kevin Dill (Lockheed Martin) Room 306, South Hall

2:20-2:45pm **Free Your Management Mind, a Successful Community Team Will Follow**
Chloe Swain (Lionbridge Game Services) Room 3003, West Hall

2:20-2:45pm **Math for Game Programmers: Mixing Geodetic, Hand-crafted and Procedural Geometry**
Graham Rhodes (Applied Research Associates, Inc.) Room 304, South Hall

Advanced Visual Effects With DirectX 11 & 12: Advancements in Tile-based Compute Rendering
Gareth Thomas (AMD) Room 130, North Hall

Animation Bootcamp: Women Are Not Too Hard to Animate
Tim Borrelli (5th Cell), Mariel Cartwright (Lab Zero), Jonathan Cooper (Naughty Dog), Brianna Wu (Giant Spacekat) Room 132, North Hall

Art Direction Bootcamp: Technical Art Direction
Steve Theodore (Undead Labs) Room 303, South Hall

DIVINITY: ORIGINAL SIN Postmortem - Success Stories and Lessons Learned
Swen Vincke (Larian Studios) Room 2009, West Hall

F2P and Cross-Platform: How TOP ELEVEN Became the World's Most Played Sports Game
Tomislav Mihajlovic (Nordeus) Room 2020, West Hall

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Monday, March 2 1:45-4pm

New Approaches to F2P Game Design
Ethan Levy (FamousAspect) Room 2016, West Hall

Teaching Games with Games 2: Six More Exercises in Play
Tracy Fullerton (USC Games), Colleen Macklin (Parsons The New School for Design), Andy Nealen (NYU Poly), Celia Pearce (Northeastern University), Brenda Romero (Romero Games / UC Santa Cruz), John Sharp (Parsons The New School for Design), Jeff Watson (USC), Eric Zimmerman (NYU) Room 3001, West Hall

VR for Indies
Max Geiger (CubeHeart Games), Vi Hart (Independent), Ben Kane (SteelCrate, Inc), Holden Link (Turbo Button), E McNeill (E McNeill LLC) Room 2005, West Hall

Presented by Google
Hands-on Code Labs Room 2006, West Hall

Presented by npnf
Your Game: Korea
Peter Van Dyke (npnf) Room 2014, West Hall

3-4pm

3-3:25pm Embracing your Narrative Nemesis - Cinematic Storytelling in MIDDLE-EARTH: SHADOW OF MORDOR
Ethan Walker (Monolith Productions / WB Games) Room 3016, West Hall

3-3:25pm FEED ME! Managing Information Overload
Linda Carlson (Daybreak Game Company) Room 3003, West Hall

3-3:25pm Forced-Based Anticipatory Collision Avoidance in Crowd Simulations
Stephen Guy (University of Minnesota), Ioannis Karamouzas (University of Minnesota) Room 306, South Hall

3-3:30pm Art Direction Bootcamp: How I Learned to Love Procedural Art
Grant Duncan (Hello Games) Room 303, South Hall

3:35-4pm Art Direction Bootcamp: The Art & Inspiration of DRAGON AGE: INQUISITION
Neil Thompson (Bioware) Room 303, South Hall

3:35-4pm Steal These Templates - Creating a Community Plan the Easy Way
Stephanie Bayer (Insomniac Games) Room 3003, West Hall

3:35-4pm Sunset City Express: Improving the NavMesh Pipeline in SUNSET OVERDRIVE
Jonathan Adamczewski (Insomniac Games) Room 306, South Hall

3:35-4pm The Design in Narrative Design
Jurie Horneman (Independent) Room 3016, West Hall

Advanced Visual Effects With DirectX 11 & 12: Precomputed Realtime Global Illumination and Physically Based Rendering in Unity
Kuba Cupisz (Unity) Room 130, North Hall

Animation Bootcamp: UFC Animation System
Lee Dowsett (EA), Geoff Harrower (EA) Room 132, North Hall

In It for the Long Hall: How Wooga Boosts Long-Term Retention
Sebastian Nussbaum (Wooga GmbH), Adam Telfer (Wooga GmbH) Room 2016, West Hall

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Monday, March 2 3-5:30pm

3-4pm (continued)

Math for Game Programmers: Inverse Kinematics Revisited
Gino van den Bergen (Dtecta) Room 304, South Hall

Meaningful Pay: Monetizing F2P Without "The Pinch"
Scott Rigby (Immersyve) Room 2020, West Hall

Overcoming Analysis Paralysis: Experimenting with Bears vs. Art
Luke Muscat (Halfbrick Studios) Room 2001, West Hall

Producer Panel: Managing Your Indie Team
Amy Dallas (ClutchPlay Games LLC), Jenna Hoffstein (Little Worlds Interactive), Aaron Isaksen (AppAbove, Inc.), Kara Kono (Untame), Alex Schwartz (Owlchemy Labs) Room 2009, West Hall

There Be Monsters: Harnessing the Power of Community-Informed Development for THE LONG DARK
Raphael van Lierop (Hinterland Studio) Room 2005, West Hall

When Intuition and Experience are NOT Enough: Perspectives on Teaching Students Advanced User Research Methods to Create Winning Designs
Katherine Isbister (NYU), Brenda Laurel (UC Santa Cruz), Magy Seif El-Nasr (Northeastern University), Dennis Wixon (USC) Room 3001, West Hall

Presented by Google
Hands-on Code Labs - Continued Room 2006, West Hall

Presented by npnf
Mobile Game Publishing: East vs. West
Barry Dorf (DeNA), Dan Morris (Facebook), Henry Oh (npnf), Ncb Ota (KLab America) Room 2014, West Hall

4:30-5:30pm

4:30-4:55pm Animation Bootcamp: The Missing Link - Technical Designers in Animation
Jami Jeffcoat (Bungie) Room 132, North Hall

4:30-4:55pm Comedy Games: An Underexplored Genre
Zoe Quinn (The Quinnspiracy) Room 3016, West Hall

4:30-4:55pm Deep Gabe: Machine Learning from Steam Data
Alex Champandard (AiGameDev.com) Room 306, South Hall

4:30-4:55pm In the Hearts of Players: Affection Games and Mobile Love
Lindsay Grace (American University) Room 2001, West Hall

4:30-4:55pm Leveraging Human Buying Behaviors for F2P Game Success
Tom Nichols (Aeria Games) Room 2020, West Hall

4:30-4:55pm Making Money with Google Play
John McGuire (Google) Room 2016, West Hall

4:30-4:55pm Math for Game Programmers : Introduction to Radial Basis Functions
Manny Ko (Activision R&D) Room 304, South Hall

4:30-4:55pm Teaching Beyond the Industry
Miguel Sicart (IT University of Copenhagen) Room 3001, West Hall

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Monday, March 2 4:30-5:30pm

4:30-5pm *Presented by npnf*
Intro to Photoshop Scripting for Artists
Greg Hendrix (npnf) — Room 2014, West Hall

5:05-5:30pm Animation Bootcamp: Refining A Mechanic's Personality
Mike Bithell (Mike Bithell Games) — Room 132, North Hall

5:05-5:30pm Applying Machine Learning Like a Responsible Adult
Aline Normoyle (University of Pennsylvania), Ben Sunshine-Hill (Havok) — Room 306, South Hall

5:05-5:30pm Don't Be Afraid of Incentivized Ads!
Volkan Ediz (GREE) — Room 2020, West Hall

5:05-5:30pm Free to Play vs. Premium: The Good, the Bad and the Ugly
Amy Dallas (ClutchPlay Games LLC) — Room 2001, West Hall

5:05-5:30pm HigherEdGames: Elevating the Conversation on Games
Tracy Fullerton (USC Games) — Room 3001, West Hall

5:05-5:30pm Math for Game Programmers: Radial Basis Functions Applications in Rendering
Robin Green (Ready at Dawn Studios) — Room 304, South Hall

5:05-5:30pm Parallel Worlds: The Mysterious Art of the Sub-Narrative
Navid Khavari (Ubisoft Toronto) — Room 3016, West Hall

5:05-5:30pm What Makes The Top 50 IAP Games Unique
Mike Hines (Amazon.com) — Room 2016, West Hall

5-5:30pm *Presented by npnf*
Visual Development for Mobile: From Concept to Unity
Sean Nakamura (npnf) — Room 2014, West Hall

Advanced Visual Effects With DirectX 11 & 12: Sparse Fluid Simulation and Hybrid Ray-traced Shadows for DirectX 11 & 12
Alex Dunn (NVIDIA), Jon Story (NVIDIA) — Room 130, North Hall

Art Direction Bootcamp: Concept Art is Dead
Shaddy Saffadi (One Pixel Brush) — Room 303, South Hall

Making It to Break It: Designing HACK 'N' SLASH
Brandon Dillon (Double Fine) — Room 2009, West Hall

Straight Talk About Community Manager Tenure
Nova Barlow (University of Washington), Troy Hewitt (Motiga), Jorg Koonen (Bigpoint GmbH), Jennifer Paige (Microsoft) — Room 3003, West Hall

Tech Toolbox
Tim Garbos (Copenhagen Game Collective), Hugh Jeremy (Unknown Worlds), Mads Johansen Lassen (Glitchnap), Mattias Ljungstrm (Spaces of Play), Matt Rix (Milkbag Games), Jonatan Van Hove (Glitchnap), Tom Vian (SFB Games) — Room 2005, West Hall

Presented by Google
Hands-on Code Labs - Continued — Room 2006, West Hall

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Tuesday, March 3 — 10-11am

Summits & Tutorials • Tuesday, March 3 • 10am-6pm

For Conference Attendees

Coffee Break 9:30-10am Lunch Break 12:15-1:45pm Coffee Break 4-4:30pm

10am-5:30pm **Better Storytelling in a Day**
Evan Skolnick (Independent) — Room 303, South Hall

10am-5:30pm *Presented by Unity Technologies*
Unity Developer Day — Room 2014, West Hall

10am-6pm **Game Design Workshop: Day 2**
Ted Aronson (Funomena), Andy Ashcraft (Giantsdance Games), Daniel Cook (Spry Fox), Jeb Havens (YouTube), Eileen Hollinger (Funomena), Robin Hunicke (Funomena), Marc LeBlanc (Riot Games), Stone Lebrande (Riot Games), Andrew Leker (SuperSaga Studios), .Tim Stellmach (OtherSide Entertainment) — Room 236, South Hall, Mezzanine Level

10-11am

10-10:25am **Designing Procedural Stealth for INVISIBLE INC.**
James Lantz (Klei Entertainment) — Room 2005, West Hall

10-10:25am **Less is More: Designing Awesome AI**
Kimberly Voll (Zany T Games) — Room 2009, West Hall

10-10:25am **Plot Is Dumb, Character Is Cool: Writing for DLC**
Anthony Burch (Gearbox Software) — Room 3016, West Hall

10-10:45am **Level Design in a Day: Intro / Designing for Exploration and Choice in FIREWATCH**
Joel Burgess (Bethesda Game Studios), Nels Anderson (Campo Santo), Jake Rodkin (Campo Santo) — Room 3005, West Hall

10:35-11am **Constructing the Catacombs - Procedural Architecture for Platformers**
Tyriq Plummer (FourbitFriday) — Room 2009, West Hall

10:35-11am **From Jem to CASTLEVILLE - A "Truly Outrageous" Game Narrative Postmortem**
Christy Marx (Zynga) — Room 3016, West Hall

10:35-11am **GRAVITY GHOST: A Postmortem**
Erin Robinson (Ivy Games) — Room 2005, West Hall

10:45-11:10am **Level Design in a Day: Using Level Design Tools Expressively**
Forrest Dowling (The Molasses Flood) — Room 3005, West Hall

Audio Bootcamp: Introduction (10-10:10am) / Sound Design the Bungie Way: THE WEAPONS OF DESTINY
Scott Selfon (Microsoft), Damian Kastbauer (PopCap Games), Jay Weiland (Bungie Studios) — Room 3002, West Hall

Building a Sport: The Design Philosophy of LEAGUE OF LEGENDS
Frank Lantz (NYU Game Center), Ryan Scott (Riot Games) — Room 305, South Hall

Defining "New" for the Time-Honored Experience of WORDS WITH FRIENDS
Whitney Taylor (Zynga) — Room 2001, West Hall

Doing Business in Europe: EU Regulations and Public Relations
Thomas Bidaux (ICO Partners), Andreas Lober (Beiten Burkhardt) — Room 2020, West Hall

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Tuesday, March 3 10am-12:15pm

F2P Comes to Consoles
Frank Cartwright (Reloaded Games Inc.), Laura Naviaux (Daybreak Game Company), Sarah Thomson (Sony Computer Entertainment America LLC), TJ Wagner (Wargaming.net), Anton Yudintsev (Gaijin Entertainment)
Room 2016, West Hall

Goal-Oriented Action Planning: Ten Years Old and No Fear!
Chris Conway (Crystal Dynamics), Peter Higley (Monolith Productions), Éric Jacopin (Center of Research, Saint-Cyr Military Academy)
Room 306, South Hall

Physics for Game Programmers: Numerical Methods
Erin Catto (Blizzard Entertainment)
Room 304, South Hall

Producer Bootcamp: How to Prioritize When Everything is Pri 1
Ruth Tomandl (PlayFab, Inc.)
Room 132, North Hall

Socially Responsible Game Education
Jane Pinckard (USC), Gillian Smith (Northeastern University)
Room 3001, West Hall

Technical Artist Bootcamp: Running the HALO Multiplayer Experience at 60fps: A Technical Art Perspective
Bryan Moss (Certain Affinity)
Room 130, North Hall

10-10:45am *Presented by Amazon*
An Overview of the Amazon Devices and Services for Game Developers
David Isbitski (Amazon)
Room 3014, West Hall

Presented by Imagination Technologies
PowerVR Graphics Keynote - Latest Developments and Future Plans
Joe Davis (Imagination Technologies), Bryce Johnstone (Imagination Technologies), Rys Sommefeldt (Imagination Technologies)
Room 302, South Hall

Presented by Pollen VC
The Uncomfortable Truth About Mobile Games
Martin Macmillan (Pollen VC)
Room 2011, West Hall

10:45-11:30am *Presented by Amazon*
Top 5 Tips for Porting Unity Games to Fire Devices
Jesse Freeman (Amazon)
Room 3014, West Hall

11-11:45am *Presented by Imagination Technologies*
Enhancing Traditional Rasterization Graphics with Ray Tracing
James Rumble (Imagination Technologies)
Room 302, South Hall

11:15am-12:15pm

11:15-11:40am **AI Based Game Design**
Mirjam Palosaari Eladhari (Institute of Digital Games)
Room 3001, West Hall

11:15-11:40am **Beyond Binary Choices: How Players Engage with Morality**
Amanda Lange (Microsoft)
Room 3016, West Hall

11:15-11:40am **Community Level Design for Competitive CS:GO**
Salvatore Garozzo (Independent), Shawn Snelling (Independent)
Room 305, South Hall

11:15-11:40am **Games-as-a-Service: Rebooting a 4-Year-Old Game to the Top Charts**
Ramine Darabiha (Halfbrick)
Room 2001, West Hall

11:15-11:40am **JPS+: Over 100x Faster than A***
Steve Rabin (DigiPen Institute of Technology)
Room 306, South Hall

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Tuesday, March 3 11:15am-12:15pm

11:15am-12:15pm (continued)

11:15-11:40am **TENGAMI: The Art of a Folding World**
Jennifer Schneidereit (Nyamyam)
Room 2009, West Hall

11:30am-12pm *Presented by Amazon*
How to Evolve Players into Fans
Peter Heinrich (Amazon)
Room 3014, West Hall

11:50am-12:15pm **Designing Morally Difficult Characters, Responsibly**
Dan Nagler (Gigantic Mechanic)
Room 3016, West Hall

11:50am-12:15pm **Getting off the NavMesh: Navigating in Fully 3D Environments**
Dan Brewer (Digital Extremes)
Room 306, South Hall

11:50am-12:15pm **How a Group of Academics Came Together to Improve Ireland's Institutions & Industry**
Brenda Romero (Romero Games / UC Santa Cruz)
Room 3001, West Hall

11:50am-12:15pm **Installation Games: Creating Games for Dynamic Social Environments**
Syed Salahuddin (Babycastles)
Room 2009, West Hall

11:50am-12:15pm **STARCRAFT II and GAMEHEART: Evolving eSports Interfaces with Modders**
Ryan Schutter (Blizzard Entertainment), Philip Tan (MIT Game Lab)
Room 305, South Hall

11:50am-12:15pm **Two Audiences, One Game: SHATTERED PLANET on Mobile and Steam**
Jongwoo Kim (Kitfox Games)
Room 2001, West Hall

Audio Bootcamp: Advanced Composition Techniques for Adaptive Systems
Winifred Phillips (Generations Productions LLC)
Room 3002, West Hall

Embracing the Paradigm Shift: Converting a Premium Team to an (Enthusiastic!) Freemium Team
Damion Schubert (Boss Fight Entertainment)
Room 2020, West Hall

Failure Workshop
Ben Esposito (Little Flag), Adam Saltsman (Finji), Will Stallwood (Cipher Prime), Steve Swink (CubeHeart Games)
Room 2005, West Hall

Idle Games: The Mechanics and Monetization of Self-Playing Games
Anthony Pecorella (Kongregate)
Room 2016, West Hall

Level Design in a Day: Procedural Level Design in ELDRITCH
David Pittman (Minor Key Games)
Room 3005, West Hall

Physics for Game Programmers: Robust Contact Creation for Physics Simulation
Dirk Gregorius (Valve)
Room 304, South Hall

Producer Bootcamp: Business Fundamentals for Non-Business Types
Dan Adelman (Dan Adelman LLC)
Room 132, North Hall

Technical Artist Bootcamp: Proceduralism and Automation at Certain Affinity
Luiz Kruel (Certain Affinity)
Room 130, North Hall

GDC Summits

- AI Summit
- Community Management Summit
- eSports Summit
- Free to Play Summit
- Game Narrative Summit
- GDC Education Summit
- Independent Games Summit
- Smartphone & Tablet Games Summit

Tuesday, March 3 11:15am-2:45pm

Presented by Fuse Powered Inc
Player Centric Live Ops Monetization
Jon Walsh (Fuse Powered Inc) Room 2011, West Hall

12:15-1:45pm LUNCH

12:30 -1:30pm **It's Not in the Writer's Manual: A Q&A Session for New Writers**
Chris Avellone (Obsidian Entertainment), Toiya Kristen Finley (Schnoodle Media, LLC), Cameron Harris (Bioware Montreal), Richard Rouse III (Paranoid Productions), Matthew Weise (Fiction Control), Jennifer Young (Pixelberry Studios) Room 3016, West Hall

12:30-1:30pm *Presented by Amazon*
Build and Deploy Your Mobile Game with AWS
Dhruv Thukral (Amazon) Room 3014, West Hall

1-2pm

Presented by Imagination Technologies
Low Overhead Probe-Based Global Illumination Using Ray Tracing
Jens Fursund (Imagination Technologies) Room 302, South Hall

1:30-2:15pm *Presented by Amazon*
How We Made a Game No Fun
Mike Hines (Amazon) Room 3014, West Hall

1:45-2:45pm

1:45-2:10pm **Carrying Through College: The Current Climate of Collegiate eSports**
Jesse Sell (MIT), TL Taylor (MIT) Room 305, South Hall

1:45-2:10pm **Designing for Mobile VR in DEAD SECRET**
Chris Pruett (Robot Invader/ Oculus) Room 2001, West Hall

1:45-2:10pm **Embedding a Video Game Museum in a University Curriculum**
Roberto Dillon (James Cook University) Room 3001, West Hall

1:45-2:10pm **Everything You Need To Know About YouTubers But Were Afraid To Ask**
Alex "Baer" Larrabee (YouTube Personality, Twitch Broadcaster) Room 2005, West Hall

1:45-2:10pm **Level Design in a Day: Wayfinding and Story Telling Techniques**
Brendon Chung (Blendo Games) Room 3005, West Hall

1:45-2:10pm **Making KITTY POWERS' MATCHMAKER - Adventures of a Video Game Drag Queen**
Richard Franke (Magic Notion) Room 2009, West Hall

1:45-2:10pm **Tales from the Trenches: AI Disaster Stories**
Kevin Dill (Lockheed Martin), Rez Graham (Maxis), Steve Rabin (DigiPen Institute of Technology), Brian Schwab (Magic Leap, Inc.), Marq Singer (Independent) Room 306, South Hall

1:45-2:10pm **Written on Your Eyeballs: Game Narrative in VR**
Rob Morgan (Freelance) Room 3016, West Hall

1:45-2:15pm **Audio Bootcamp: State of the Industry: GameSoundCon Audio Survey Review**
Brian Schmidt (Brian Schmidt Studios) Room 3002, West Hall

1:45-2:45pm (continued)

2:15-2:45pm **Audio Bootcamp : Audio Gigs: How to Find, Get, and Keep Them Coming**
Richard Ludlow (Hexany Audio) Room 3002, West Hall

2:20-2:45pm **Designing with Physics: Bend the Physics Engine to Your Will**
Bennett Foddy (NYU Game Center) Room 2005, West Hall

2:20-2:45pm **Going It Alone: Cross-Platform Mobile C++ Myths Debunked**
Jon Sharkey (Google) Room 2001, West Hall

2:20-2:45pm **How Stories Create Real Experiences: Ingress as a Narrative Platform**
John Hanke (Google) Room 3016, West Hall

2:20-2:45pm **Measuring and Manipulating Player Trust through Choice and Game Mechanics**
Chris Hazard (Hazardous Software) Room 306, South Hall

2:20-2:45pm **Metagame Balance**
Alexander Jaffe (Spry Fox) Room 305, South Hall

2:20-2:45pm **Teaching the Aesthetics of Game Audio Design**
Chanel Summers (Syndicate 17) Room 3001, West Hall

2:20-2:45pm **THIS WAR OF MINE: Raising Emotions From Unique Narrative**
Pawel Miechowski (11 Bit Studios) Room 2009, West Hall

2:20-3pm **Level Design in a Day: How Modding Made Bethesda Better**
Joel Burgess (Bethesda Game Studios) Room 3005, West Hall

Breaking Into Asia
Chris Akhavan (Glu Mobile), Keith McCurdy (Golden Gate Games) Room 2020, West Hall

Physics for Game Programmers: Destruction in SMASH HIT
Dennis Gustafsson (Mediocre) Room 304, South Hall

Producer Bootcamp: My To-Do List: Organizing a Producer's Work
Bernard Yee (Oculus) Room 132, North Hall

Social Casino Postmortems
Jaim Friesen (GSN Games), Jessy Hanley (GSN Games), Derrick Morton (FlowPlay) Room 2016, West Hall

Technical Artist Bootcamp: Tech Art in Tamriel: THE ELDER SCROLLS ONLINE's Character Tools and Pipeline
Richard Katz (Zenimax Online) Room 303, South Hall

2pm-2:30pm *Presented by Imagination Technologies*
Great Looking Graphics on Modern PowerVR GPUs
Rys Sommefeldt (Imagination Technologies) Room 302, South Hall

2:30-3:30pm *Presented by Amazon*
Connecting with Your Customers - Building Successful Mobile Games Through the Power of AWS Analytics
Nate Wiger (Amazon) Room 3014, West Hall

2:30-3:30pm *Presented by Imagination Technologies*
Optimizing Games for PowerVR
Paul Sobek (Imagination Technologies) Room 302, South Hall

GDC Summits

- AI Summit
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Tuesday, March 3 1:45pm-4pm

Presented by KTplay
Secrets of China's Largest Social/Live Ops Mobile Gaming Platform
Spencer Liu (KTplay) Room 2011, West Hall

3-4pm

3-3:25pm Creative Chaos: Teaching Project Teams to Be Innovative
Drew Davidson (Carnegie Mellon) Room 3001, West Hall

3-3:25pm Desire Is Not a Dirty Word: Writing Healthy Fanservice in Games
Michelle Clough (Freelance) Room 3016, West Hall

3-3:25pm Keep Grooving: Life Musings & Live Musics
Teddy Diefenbach (Heart Machine), Rich Vreeland (Disasterpeace) Room 2009, West Hall

3-3:25pm Success Through Stubbornness: The RACE THE SUN Story
Aaron San Filippo (Flippfly), Forest San Filippo (Flippfly) Room 2005, West Hall

3-3:30pm Audio Bootcamp: Dialogue 101
Micheal Csurics (Brightskull Entertainment Group) Room 3002, West Hall

3:30-4pm *Presented by Amazon*
Deploying a Low-Latency Multiplayer Game Globally: LOADOUT
Nate Wiger (Amazon) Room 3014, West Hall

3:30-4pm *Presented by Imagination Technologies*
Next Generation Graphics - From PC to Mobile
Will Cui (Tencent Interactive Entertainment) Room 302, South Hall

3:35-4pm A Year of Constraints: How Limitations Improved My Development Process
Adriel Wallick (MsMinotaur) Room 2005, West Hall

3:35-4pm Audio Bootcamp: Déja Vu All Over Again? What We Can Learn from "Classic" Game Music
Peter McConnell (Little Big Note Music) Room 3002, West Hall

3:35-4pm Breathing Mysteries: A Narrative Approach to Spirituality in Video Games
David Calvo (Ankama) Room 3016, West Hall

3:35-4pm Interpreting Games for an Audience with Twitch.tv
Bobby Schweizer (Georgia Institute of Technology) Room 3001, West Hall

3:35-4pm The Universe: How To Break The Game
Dain Saint (Cipher Prime) Room 2009, West Hall

Epic Fail Microtalks: Four Mobile Games, Four Flops and Tons of Lessons Learned
Bryan Mashinter (Backflip Studios), Josh Nilson (Eastside Games), Alex Schwartz (Owlchemy Labs), Ken Seto (Massive Damage, Inc.), Chris Ye (UKEN Games) Room 2001, West Hall

FLUTTER Postmortem: Cultivating a Niche for F2P Success
Tim Nixon (Runaway) Room 2020, West Hall

Growing the Participation of Women in eSports
Lil Chen (TED), Heather "SapphiRe" Mumm (ESEA.net), Kim Phan (Blizzard Entertainment), Rachel "Seltzer" Quirico (Cyber Solutions Agency) Room 305, South Hall

Tuesday, March 3 3-5:30pm

3-4pm (continued)

Level Design in a Day: Level Design of GONE HOME
Kate Craig (Fullbright), Steve Gaynor (Fullbright) Room 3005, West Hall

Physics for Game Programmers: Physics Optimization Strategies
Sergiy Migdalskiy (Valve) Room 304, South Hall

Producer Bootcamp: The Bane of all Development Postmortems: Communications is Hard so Give Up Now
Aaron Thibault (Gearbox Software) Room 132, North Hall

Remember to Relax! Realizing Relaxed Behaviors in AAA Games
Bobby Anguelov (Ubisoft Montreal), Jeet Shroff (Avalanche Studios) Room 306, South Hall

Social Impact in Design and Acquisition
Dmitri Williams (Ninja Metrics) Room 2016, West Hall

Technical Artist Bootcamp: Defense Against the Dark Arts: Budgets and Budget Reporting
Paul Vosper (Bungie) Room 130, North Hall

Presented by Chillingo
60 Publishing Secrets in 60 Minutes
Levi Buchanan (Chillingo) Room 2011, West Hall

4:15-5:15pm *Presented by Amazon*
How Game Developers Reach New Customers with Twitch
Marcus Graham (Twitch), Ernest Le (Twitch) Room 3014, West Hall

4:15-5:15pm *Presented by Amazon*
Taking Your Players Into the Third Dimension: Amazon's 3D Head Tracking API
Peter Heinrich (Amazon) Room 3014, West Hall

4:30-5:30pm

4:30-4:55pm **Creative Corner-Cutting: TOWER OF GUNS Postmortem**
Joe Mirabello (Terrible Posture Games) Room 2009, West Hall

4:30-4:55pm **Legal Issues in Competitive Gaming**
David Graham (DPG at Law) Room 305, South Hall

4:30-4:55pm **Level Design in a Day: The Worlds of SUNSET OVERDRIVE**
Liz England (Insomniac Games) Room 3005, West Hall

4:30-4:55pm **Audio Bootcamp: Technical Sound Design**
Mark Kilborn (Raven Software) Room 3002, West Hall

4:30-4:55pm **Technical Artist Bootcamp: Nasum Virtualis: A Simple Technique for Reducing Simulator Sickness in Head Mounted VR**
Dr. David Wittinghill (Purdue University) Room 130, North Hall

5-6pm **Level Design in a Day: Level Design Histories and Future**
Robert Yang (Parsons/NYU) Room 3005, West Hall

5:05-5:30pm **Audio Bootcamp: The Sounds of YEAR WALK and DEVICE 6**
Daniel Olsen (Independent) Room 3002, West Hall

GDC Summits

- AI Summit
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Tuesday, March 3 4:30-6pm

5:05-5:30pm Challenges and Strategies for Hosting Massive Independent eSports Events
James Lampkin (ESL) Room 305, South Hall

5:05-5:30pm Open Development: Taking DESKTOP DUNGEONS from Prototype to Pre-Order to Steam
Danny Day (QCF Design), Marc Luck (QCF Design) Room 2009, West Hall

5:05-5:30pm Technical Artist Bootcamp: Panel Q&A
Jeff Hanna (Deep Silver Volition), Bryan Moss (Certain Affinity), Luiz Kruel (Certain Affinity), Richard Katz (Zenimax Online), Paul Vosper (Bungie), Dr. David Wittinghinll (Purdue University) Room 130, North Hall

CROSSY ROAD: A Whale of a Time
Matt Hall (KlickTock), Andrew Sum (Hipsterwhale) Room 2020, West Hall

Education Soapbox
Lindsay Grace (American University), Rilla Khaled (University of Malta), Sonia Michaels (DigiPen Institute of Technology), Robin-Yann Storm (Independent), Jose Zagal (University of Utah) Room 3001, West Hall

Indie Soapbox
Mike Bithell (Mike Bithell Games), Jenova Chen (thatgamecompany), Nina Freeman (Fullbright), Cliff Harris (Positech), Greg Lobanov (Dumb and Fat Games), Sarah Northway (Northway Games), Rebekah Saltsman (Finji), Gabe Smedresman (The Go Game), Kelly Wallick (Indie MEGABOOTH), Matthew Wegner (Team Colorblind), Ashley Zeldin (Adorkable) Room 2005, West Hall

Physics for Game Programmers: Networking for Physics Programmers
Glenn Fiedler (Respawn Entertainment) Room 304, South Hall

Producer Bootcamp: Production Panel
Rod Fergusson (Black Tusk Studios), Laura Fryer (Oculus VR), Siobhan Reddy (Media Molecule) Room 132, North Hall

Transmogrified Reality
Noah Falstein (Google) Room 2001, West Hall

Turing Tantrums: AI Devs Rant!!
Bobby Anguelov (Ubisoft Montreal), Kevin Dill (Lockheed Martin), Rez Graham (Maxis), Éric Jacopin (Center of Research, Saint-Cyr Military Academy), Mike Lewis (ArenaNet), Dave Mark (Intrinsic Algorithm), Steve Rabin (DigiPen Institute of Technology), Bnan Schwab (Magic Leap, Inc), Marq Singer (Independent), Ben Sunshine-Hill (Havok) Room 306, South Hall

What Are We Missing? What F2P Games Can Learn from Innovative P2P Game Designs
Raymond Holmes (GSN Games), Kenny Shea Dinkin (GSN Games) Room 2016, West Hall

When Story is the Gameplay: Multi-Genre Writing for Telltale Games
Tom Bissell (Freelance), Kevin Bruner (Telltale Games), Mark Darin (Telltale Games), Ryan Kaufman (Telltale Games), Pierre Shorette (Telltale Games) Room 3016, West Hall

Presented by Imagination Technologies
Creating Truly Scalable Game Engines - Console to Mobile
Johan Andersson (Frostbite Engine Team), Julien Merceron (Konami), Rys Sommefeldt (Imagination Technologies) Room 302, South Hall

5:30-6pm

Audio Bootcamp: Wrap-Up
Damian Kastbauer (PopCap Games), Scott Selfon (Microsoft) Room 3002, West Hall

GDC

Wednesday, March 3 9:30-11:30am

Wednesday, March 4

For Conference Attendees

Coffee Break 10:30-11am Lunch Break 12:30-2pm Coffee Break 3-3:30pm

Special Event 9:30-10:30am

Flash Forward
Laura Fryer (Oculus VR), Brenda Romero (Romero Games/USC Santa Cruz)
GDC Ballroom, West Hall

9:30-10:30am

Presented by Internap
Learn from the Pros: Building Fast, Massively-Scalable Games
Paul Vian (Internap) Room 302, South Hall

Presented by Intel
Making RealSense: A Conversation with Independent Developers
Eric Gradman (Two Bit Circus), Robin Hunicke (Funomena), Chuck McFadden (Intel), Alex Neuse (Choice Provisions), Erin Reynolds (Flying Mollusk), Jason Wishnov (Iridium Studios) Room 301, South Hall

Presented by NVIDIA
New GPU Features of NVIDIA's Maxwell Architecture
Holger Gruen (NVIDIA) Room 3001, West Hall

Presented by Epic Games
State of Unreal Engine
Tim Sweeney (Epic Games) Room 2024, West Hall

Presented by ARM
Unreal Engine 4 Mobile Graphics on ARM CPU and GPU Architecture
Jesse Barker (ARM), Marius Bjorge (ARM), Brad Grantham (ARM), Niklas Smedberg (Epic Games)
Room 3003, West Hall

11-11:30am

11am-12:30pm The Dawn of Mobile VR
John Carmack (Oculus) Room 135, North Hall

Best Practices for Small Studios: Outmaneuver Your Competition
Tobiah Marks (Microsoft) Room 306, South Hall

Designing Successful Free-to-Play Games for PC
David Brevik (Gazillion Entertainment) Room 3016, West Hall

Gaming Against Violence: Effectiveness of Video Games for Abuse Prevention
Drew Crecente (Jennifer Ann's Group) Room 304, South Hall

HEARTHSTONE: How to Create an Immersive User Interface
Derek Sakamoto (Blizzard Entertainment) Room 3020, West Hall

Igniting the Shared Experience with Cinematics in ASSASSIN'S CREED UNITY
David Footman (Ubisoft) Room 132, North Hall

Innovations in THE SIMS 4 Character Creator
Sri Nair (Electronic Arts) Room 2016, West Hall

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Wednesday, March 4 — 11am-12pm

LiveOps: A Process in the Making
Bethany Frank (MunkyFun, Inc)
Room 2001, West Hall

Remote Working at Spry Fox
Andrew Fray (Spry Fox)
Room 2020, West Hall

The Color of Enlightenment: Defining Shangri-La Within FAR CRY 4
Joshua Cook (Ubisoft Toronto)
Room 305, South Hall

The Power of the Abstract
Liz Ryerson (ella guro)
Room 2005, West Hall

Why They Buy: Gamers in the World of Perpetual Sales
Ethan Levy (FamousAspect)
Room 3005, West Hall

ROUNDTABLE IGDA Game Design SIG Roundtable
Howard Go (Mochibits, Inc.)
Room 111, North Hall

ROUNDTABLE IGDA Games User Research SIG Roundtable
David Tisserand (Ubisoft Montréal)
Room 110, North Hall

11am-12pm

All Style, All Substance: The Audio Journey of the Vanity and Traversal System for SUNSET OVERDRIVE
Bryan Higa (Obsidian), Kristen Quebe (Microsoft)
Room 3006, West Hall

Making Full Use of Orchestral Colors in Interactive Music
Jim Fowler (Sony Computer Entertainment - World Wide Studios)
Room 3002, West Hall

Presented by Fyber
A Glimpse into the Future of Game Monetization
David Diaz (Fyber), Barry Dorf (DeNA)
Room 2011, West Hall

Presented by Autodesk
Character Cloth and Hair Tools in Bungie's DESTINY
Natalie Burke (Bungie), Tom Sanocki (Bungie)
Room 3003, West Hall

Presented by Epic Games
Creating Amazing Moments for VR
Kim Libreri (Epic Games)
Room 2024, West Hall

Presented by Allegorithmic
Embracing PBR with Substance: The AAA Studios' Best Kept Secret
Jason Brackman (Relic Entertainment), Sebastien Deguy (Allegorithmic), Jeremie Noguer (Allegorithmic)
Room 2014, West Hall

Presented by Simplygon and Telltale Games
Equip Your Robot Army! How Telltale Integrated Simplygon into Their Automated Multiplatform Asset Preparation
David Larsson (Simplygon), Zac Litton (Telltale Games)
Room 302, South Hall

Presented by Intel
Getting There First: OpenGL ES 3.1 and Intel Extensions in FRACTAL COMBAT X
Jon Kennedy (Intel), Davide Pasca (OYK Games), Egor Yusov (Intel)
Room 301, South Hall

11am-12pm (continued)

Presented by NVIDIA
NVIDIA SLI and Stutter Avoidance: A Recipe for Smooth Gaming and Perfect Scaling with Multiple GPUs
Iain Cantlay (NVIDIA), Lars Nordskog (NVIDIA) — Room 3001, West Hall

Presented by Digital River
The Evolution of Free-to-Play: Current State and Future Trends
Jeremy Coker (Digital River) — Room 2006, West Hall

Presented by Microsoft
The Future of Gaming Across the Microsoft Ecosystem
Phil Spencer (Xbox) — Room 2008, West Hall

12-12:30pm

Building Fear in ALIEN: ISOLATION
Alistair Hope (Creative Assembly) — Room 3020, West Hall

Capturing THE LAST OF US: Motion Capture Pipeline
Damon Shelton (Naughty Dog) — Room 305, South Hall

CLASH OF CLANS: Designing Games That People Will Play For Years
Jonas Collaros (Supercell) — Room 3016, West Hall

Did We Fail? The Weird Success Story of BEATBUDDY
Wolf Lang (THREAKS) — Room 3005, West Hall

Get Ready for Launch: How AAA Titles Do It
Ashley Bennett (Electronic Arts) — Room 304, South Hall

Growing Pains: Taking a Studio from 0-60
Chelsea Blasko (Iron Galaxy Studios, LLC) — Room 2001, West Hall

Harnessing the Power of Player-Generated Content on Mobile
Cass Phillipps (Pocket Gems) — Room 132, North Hall

How to Protect Your Game's Code With Fuzzing
Dave Weinstein (Hewlett-Packard) — Room 2016, West Hall

Office Space: Do's and Don'ts of Game Development Workplace Design
Demetri Detsaridis (The Leisure Committee) — Room 2020, West Hall

The Art of FIREWATCH
Jane Ng (Campo Santo) — Room 306, South Hall

12-1pm

ROUNDTABLE Failing Your Way to Success: Iterative Games User Research Roundtable: Day 1
Jordan Lynn (Deep Silver Volition) — Room 122, North Hall

ROUNDTABLE Visual Effects Roundtable: Day 1
Drew Skillman (Skillman & Hackett) — Room 125, North Hall

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- Advocacy
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- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Wednesday, March 4 12:30pm-1:45pm

12:30-2pm LUNCH

12:30-1:30pm *Presented by Sony Computer Entertainment America*
Beyond Immersion - Project Morpheus and PlayStation®
Jed Ashforth (Sony Computer Entertainment America), Nicolas Doucet (Sony Computer Entertainment America), Chris Norden (Sony Computer Entertainment America) Room 2014, West Hall

12:30-1:30pm *Presented by Microsoft*
Developing Games for Windows 10
Don Box (Microsoft), Chris Tector (Turn 10 Studios) Room 2008, West Hall

12:30-1:30pm *Presented by NVIDIA*
FAR CRY 4, ASSASSIN'S CREED UNITY and WAR THUNDER: Spicing Up PC Graphics with GameWorks
Alexandr Polischuk (Ubisoft), Andrei Tatarinov (NVIDIA), Tim Tcheblokov (NVIDIA), Anton Yudintsev (Gaijin) Room 3001, West Hall

12:30-1:30pm *Presented by Intel*
Intel Fast Forward
Various Speakers (Intel) Room 301, South Hall

12:30-1:30pm *Presented by Vungle*
Monetize, Don't Compromise! (The Unbreakable Rules of User Experience in Ad Monetization)
Ville Heijari (Vungle) Room 2011, West Hall

12:30-1:30pm *Presented by Epic Games*
World Building in Unreal Engine 4
Francois Antoine (Epic Games) Room 2024, West Hall

12:45-1:10pm

Communicate Better with Enhanced Burn Down Charts
Ryan Rogers (Beaver Valley Labs) Overlook 2, 2nd Fl, West Hall

Critics or Metacritic: Who Influences Game Sales?
Erica Holcomb (TBA Games) Overlook 1, 2nd Fl, West Hall

Maya Tools for the Masses: Lessons Learned
Jeremy Ernst (Epic Games) Overlook 3, 2nd Fl, West Hall

12:45-1:45pm **G.A.N.G. Town Hall**
Room 3002, West Hall

1:20-1:45pm

Communicate Better with Enhanced Burn Down Charts
Ryan Rogers (Beaver Valley Labs) Overlook 2, 2nd Fl, West Hall

Critics or Metacritic: Who Influences Game Sales?
Erica Holcomb (TBA Games) Overlook 1, 2nd Fl, West Hall

Maya Tools for the Masses: Lessons Learned
Jeremy Ernst (Epic Games) Overlook 3, 2nd Fl, West Hall

GDC

Wednesday, March 4 2-3pm

2-3 pm

Against the Burning Hells: DIABLO III's Road to Redemption with REAPER OF SOULS
Joshua Mosqueira (Blizzard Entertainment) Room 135, North Hall

Believable Humans
Michael Mumbauer (Sony Computer Entertainment America), Mark Sagar (The University of Auckland)
Room 304, South Hall

Bringing Console Development to Mobile: Lessons From My Cross-Platform Transition
Ben Liu (Pocket Gems) Room 130, North Hall

Capitalizing Your Digital Entertainment Startup
Matthew Le Merle (Fifth Era) Room 303, South Hall

Composing for Games: Mastering the Creative Process
Tom Salta (Persist Music) Room 3002, West Hall

Creating an Interactive Musical Experience for Fantasia: Music Evolved
Jeff Allen (Harmonix Music Systems), Devon Newsom (Harmonix Music Systems)
Room 3006, West Hall

Designing for Empathy with Sensory Replication in D4
Hidetaka 'SWERY' Suehiro (Access Games) Room 3016, West Hall

Don't Call Them Whales: F2P Spenders and Virtual Value
Emily Greer (Kongregate) Room 132, North Hall

How YouTubers and Twitch Streamers Can Help Sell Your Games
Mike Rose (tinyBuild Games) Room 2020, West Hall

In Your Hands: The Character (of WATCH_DOGS)
David Thernault (Ubisoft Montreal) Room 306, South Hall

Order from Chaos: The Art Direction of SUNSET OVERDRIVE
Jacinda Chew (Insomniac Games) Room 3005, West Hall

Rules of the Game: Five Tricks of Highly Effective Designers
Chris Avellone (Obsidian Entertainment), Kim McAuliffe (Secret Master Plan), Laralyn McWilliams (The Workshop Entertainment), Nels Anderson (Campo Santo), Richard Rouse III (Paranoid Productions), Dan Teasdale (No Goblin) Room 2005, West Hall

Saving Game History Forever - Or Dooming It To Oblivion?
Jason Scott (Internet Archive) Room 2009, West Hall

Strategies for Efficient Authoring of Content in MIDDLE-EARTH: SHADOW OF MORDOR
Doug Heimer (Monolith Productions) Room 305, South Hall

Turning the Tide: Hiring and Retaining Women in the Games Industry
Cindy Armstrong (Wargaming), Susan Bollinger (Certain Affinity), Fiona Cherbak (Gameloft), Ginger Maseda (Electronic Arts), Cathy Montes (Zenimax Media), Isabelle Tremblay (Square Enix)
Room 2001, West Hall

Ubisoft Cloth Simulation: Performance Postmortem and Journey from C++ to Compute Shaders
Alexis Vaisse (Ubisoft) Room 2016, West Hall

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- Production
- Programming
- Special Event
- Visual Arts

Wednesday, March 4 2-3pm

User Research on DESTINY
John Hopson (Bungie) — Room 3020, West Hall

ROUNDTABLE Acting and Talent for Games: From Indie to AAA Roundtable: Day 1
Alexander Brandon (Funky Rustic, LLC), Jacquie Shriver (Sony Computer Entertainment America) — Room 120, North Hall

ROUNDTABLE AI Roundtable: Experienced AI Programmers Day
Neil Kirby (Bell Labs) — Room 123, North Hall

ROUNDTABLE Black Characters in Games: Debunking the Stereotype
Derek Manns (Sungura Games), Dennis Mathews (Revelation Interactive) — Room 124, North Hall

ROUNDTABLE Child's Play: Making Games for Kids Roundtable: Mobile for Kids
Carla Fisher (Netflix) — Room 121, North Hall

ROUNDTABLE Game Development on a Shoestring: Low Budget Indie Developers Roundtable: Day 1
Oded Sharon (Corbomite Games) — Room 122, North Hall

ROUNDTABLE IGDA Community Management SIG Roundtable
Matthew Anderson — Room 110, North Hall

ROUNDTABLE IGDA Game Writing SIG Roundtable
Alexander Bevier — Room 111, North Hall

ROUNDTABLE Technical Artist Roundtable: Day 1
Jeff Hanna (Deep Silver Volition) — Room 125, North Hall

Presented by Chartboost
9 Mobile Game Monetization Questions to Gain a Competitive Edge (And the Answers Too!)
Maria Alegre (Chartboost) — Room 2014, West Hall

Presented by Epic Games
Advances in Unreal Engine 4 Rendering
Daniel Wright (Epic Games) — Room 2024, West Hall

Presented by Microsoft
Advanced DirectX12 Graphics and Performance
Max McMullen (Microsoft) — Room 2008, West Hall

Presented by Vungle
China For The Win! - What Publishers Need to Know to Succeed in this Emerging Market
Colin Behr (Vungle) — Room 2011, West Hall

Presented by Millennial Media
Fireside Chat: Insights on the Evolution of Mobile Monetization with the President of MobilityWare
Chris Binstadt (Millennial Media), John Libby (MobilityWare) — Room 3014, West Hall

Presented by Sony Computer Entertainment America
GPU Debugging and Optimization Tools for PlayStation®4
Robert Srinivasiah (Sony Computer Entertainment America) — Room 302, South Hall

Presented by Geomerics, an ARM Company
Making Dreams Come True - Global Illumination with Enlighten
Graham Hazel (Geomerics, an ARM company) — Room 3003, West Hall

2-3 pm (continued)

Presented by Digital River
Mastering the Art of Monetization
Scott Heimes (Digital River) Room 2006, West Hall

Presented by Intel
Power Efficient Programming: How Funcom Increased Play Time in LEGO MINIFIGURES by 40%
Sergio de los Santos (Funcom), Antoine Cohade (Intel) Room 301, South Hall

Presented by NVIDIA
VR Direct: How NVIDIA Technology is Improving the VR Experience
Nathan Reed (NVIDIA) Room 3001, West Hall

Presented by Blizzard
For Students: Careers in Game Development
Various Speakers Career Center Theater, Career Center, North Hall

3:30-4:30pm

Advanced Visual Effects for 2D Games
Viktor Lidholt (Apportable) Room 130, North Hall

Animation Style and Process for BROKEN AGE
Raymond Crook (Double Fine Production) Room 2020, West Hall

Ask The Experts: Professional Programmer's Panel
Mike Acton (Insomniac Games), Brett Douville (Independent), Anna Kipnis (Double Fine Productions), Adriel Wallick (MsMinotaur) Career Center Theater, Career Center, North Hall

Awesome Video Game Data (2015)
Geoffrey Zatkin (EEDAR) Room 3005, West Hall

Classic Game Postmortem: STAR CONTROL
Rob Dubbin (Independent), Fred Ford (Toys For Bob), Paul Reiche III (Toys For Bob)
Room 135, North Hall

Confronting Our "Audio Nemesis" in MIDDLE-EARTH: SHADOW OF MORDOR: Maximizing Emotional Resonance in an Open World Environment
Michael Berg (Monolith Productions/WB Games), Nathan Grigg (Monolith Productions/WB Games), Brian Pamintuan (Monolith Productions/WB Games) Room 3002, West Hall

Creating Successful Game Marketing Campaigns from Your Analytics
Neil McClarty (Jagex Games Studio) Room 132, North Hall

Curiosity, Courage and Camouflage: Revealing the Gaming Habits of Teen Girls
Ashly Burch (Hey Ash LLC), Rosalind Wiseman (Queen Bees & Wannabes and Masterminds & Wingmen)
Room 304, South Hall

Environmental Audio and Processing for VR
Nicholas Ward-Foxton (Sony Computer Entertainment) Room 3006, West Hall

Game Design Case Studies - One Designer | One Game | One System
Dan Cassar (Independent), Bennett Foddy (Independent), Tanya Short (Kitfox Games), Eric Zimmerman (Independent) Room 2005, West Hall

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Wednesday, March 4 3:30-4:30pm

Game Developer Harassment: How To Get Through
Neha Nair (Storm8), Donna Prior (Green Ronin Publishing/Salish Events), Zoe Quinn (The Quinnspiracy), Elizabeth Sampat (Optical Binary)
Room 2009, West Hall

Indie Publishing: A Whole New World
Greg Rice (Double Fine Productions), Adam Saltsman (Finji), Kellee Santiago (OUYA), Mike Wilson (Devolver Digital)
Room 2001, West Hall

Massive Crowd on ASSASSIN'S CREED UNITY: AI Recycling
Francois Coumoyer (Ubisoft)
Room 2016, West Hall

Streaming in SUNSET OVERDRIVE's Open World
Elan Ruskin (Insomniac Games)
Room 306, South Hall

The Technology of THE TOMORROW CHILDREN
James McLaren (Q-Games Ltd)
Room 305, South Hall

Those that Slay Together A Co-op Manifesto
Kevin Martens (Blizzard Entertainment)
Room 3020, West Hall

Transitioning from Linear to Open World Design with SUNSET OVERDRIVE
Liz England (Insomniac Games)
Room 3016, West Hall

WORLD OF TANKS BLITZ Postmortem: Building a AAA MMO for Mobile Devices
Vitaliy Borodovsky (Wargaming)
Room 303, South Hall

ROUNDTABLE Art Direction and Leadership Roundtable: Day 1
Keith Self-Ballard (Volition)
Room 125, North Hall

ROUNDTABLE Debugging the QA Process: Day 1
Joe Longworth (Cryptic Studios)
Room 122, North Hall

ROUNDTABLE Game Writers' Round Table: Tips, Tricks and Techniques: Day 1
Richard Dansky (Ubisoft/Red Storm)
Room 121, North Hall

ROUNDTABLE IGDA Anti-Censorship & Social Issues Committee Presents Advocacy Training: The Spotlight is On!
Andrew Greenberg (Georgia Game Developers Assn)
Room 111, North Hall

ROUNDTABLE IGDA Production SIG Roundtable
Charles Hoover (Schell Games)
Room 110, North Hall

ROUNDTABLE Studio Culture Roundtable: State of Studio Culture
Matt Oztalay (Certain Affinity)
Room 124, North Hall

ROUNDTABLE Technical Issues in Tools Development: Day 1
Geoff Evans (Konami, Kojima Productions)
Room 123, North Hall

ROUNDTABLE What Scholars Can Offer Industry: Game Music Education and Research: Day 1
William Gibbons (Texas Christian University), Dana Plank-Blasko (The Ohio State University), Steven Reale (Youngstown State University), Ryan Thompson (University of Minnesota)
Room 120, North Hall

Presented by TalkingData
Accelerating Your Success in the Complex Chinese Mobile Gaming Market
Ibrahim Dai (TalkingData Ltd.)
Room 3014, West Hall

Presented by Epic Games
Competing in a Crowded Mobile Market
Josh Adams (Epic Games)
Room 2024, West Hall

3:30-4:30pm (continued)

Presented by Microsoft
Gaming Consumer Experience on Windows 10
Bill Schiefelbein (Microsoft) Room 2008, West Hall

Presented by AMD
Low Latency and Stutter-Free Rendering in VR and Graphics Applications
Layla Mah (AMD) Room 2014, West Hall

Presented by Fyber
Mobile Advertising: Beyond the Day-To-Day Dollar
Reid Sheppard (Sunstorm Games), Scott Walker (Ninja Kiwi), Janis Zech (Fyber), Kenneth Wong (Hothead Games) Room 2011, West Hall

Presented by NVIDIA
NVIDIA VXGI: Dynamic Global Illumination for Games
Alexey Panteleev (NVIDIA) Room 3001, West Hall

Presented by Intel
Play Faster and Longer: How Square Enix Montréal Maximized Android Performance and Battery Life with Hitman GO
Francis Pétrin (Square Enix Montréal), Cristiano Ferreira (Intel) Room 301, South Hall

Presented by Digital River
Proven Strategies to Increase Conversions and Optimize Payments
Eric Christensen (Digital River) Room 2006, West Hall

Presented by Autodesk
Sneak Peek at New Game-Making Tech from Autodesk
Matthew Doyle (Autodesk), Boris Ustaev (Autodesk) Room 3003, West Hall

5-6pm

Advanced VR Rendering
Alex Vlachos (Valve) Room 3020, West Hall

Adventures in Text: Innovating in Interactive Fiction
Jon Ingold (inkle) Room 3016, West Hall

Analyzing the Steam Marketplace Using Publicly Derived Sales Estimates
Kyle Orland (Ars Technica) Room 132, North Hall

BioShock Infinite: Scoring in the Sky, a Postmortem
Garry Schyman (Garry Schyman Productions) Room 3002, West Hall

Creating Safe Spaces at Game Events
Matt Conn (Midboss), Chelsea Howe (Electronic Arts Mobile, Austin), Toni Pizza (NYU Game Center), Bonnie Ruberg (University of California, Berkeley) Room 130, North Hall

Evolving Plague Inc: Taking a Top Mobile Game to Steam
James Vaughan (Ndemic Creations) Room 2001, West Hall

Finding Balance: Realizing Responsive High Fidelity Character Movement in Just Cause 3
Alex Crowhurst (Avalanche Studios), Jeet Shroff (Avalanche Studios) Room 2016, West Hall

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Wednesday, March 4 5-6pm

G.A.N.G. Demo Derby: Interactive
Becky Allen (PopCap), Dren McDonald (Nerdtracks), Bnan Schmidt (Bnan Schmidt Studios), Stephan Schutze (The Sound Librarian)
Room 3006, West Hall

Infinite Play
Richard Lemarchand (USC)
Room 2005, West Hall

NEVER ALONE: the Art and the People of the Story
Dima Veryovka (E-Line Media)
Room 305, South Hall

One Up: How Our Game Saved a Life
Oliver Miao (Pixelberry Studios)
Room 303, South Hall

Parallelizing the Naughty Dog Engine Using Fibers
Christian Gyrling (Naughty Dog)
Room 306, South Hall

Survive and Thrive as a Freelancer Online
Toiya Kristen Finley (Schnoodle Media, LLC)
Career Center Theater, Career Center, North Hall

Surviving the Jump from AAA to Indie
Shawn Allen (NuChallenger), Mike Bithell (Mike Bithell Games), Cliff Harris (Positech), Borut Pfeifer (Plush Apocalypse), Robert Zubek (SomaSim)
Room 304, South Hall

The Art of First Person Animation for DESTINY
David Helsby (Bungie)
Room 3005, West Hall

Thinking About People: Designing Games for Social Simulation
Mitu Khandaker-Kokoris (The Tiniest Shark Ltd.)
Room 2020, West Hall

ROUNDTABLE Animation & Character Performance Roundtable: Day 1
Tim Borrelli (5th Cell)
Room 125, North Hall

ROUNDTABLE IGDA Games, Education & Learning SIG Roundtable
Stephen Jacobs (RIT MAGIC Center)
Room 111, North Hall

ROUNDTABLE IGDA LGBT SIG Roundtable
Josh Moss
Room 110, North Hall

ROUNDTABLE Production Support Roundtable: Tools/Processes
David Cubberly (Deep Silver Volition), Lissette Wells (Deep Silver Volition)
Room 122, North Hall

ROUNDTABLE Startup Accelerators: Global Funding and Mentorship Programs: Day 1
Jason Della Rocca (Execution Labs)
Room 124, North Hall

ROUNDTABLE Systems Design Roundtable: How to Be a Salesman - Selling Your Design to Your Team
David Bianchi (Volition)
Room 121, North Hall

ROUNDTABLE Virtual and Augmented Reality Roundtable: Day 1
Doron Kanaan (Edge-mt)
Room 123, North Hall

Presented by NVIDIA
Brighter and Faster Graphics with NVIDIA Nsight Visual Studio Edition 4.5™ and Beyond
Russ Kerschner (NVIDIA), Jeffrey Kiel (NVIDIA)
Room 3001, West Hall

GDC

Wednesday & Thursday, March 4-5

5-6pm (continued)

Presented by Vungle
Fireside Chat: Learn How Tango Monetizes Apps, Increases Revenue & Acquires New Users Through Vungle
Ben Bear (Vungle), Jim Ying (Tango)
Room 2011, West Hall

Presented by Epic Games
Game Developers Town Hall
Tim Sweeney (Epic Games)
Room 2024, West Hall

Presented by Intel
High-Quality, Fast DX11 Texture Compression with ISPC
Marc Fauconneau Dufresne (Intel)
Room 301, South Hall

Presented by Sony Computer Entertainment America
Make Your Unity Games Shine on PlayStation®
Ram Madhavan (Sony Computer Entertainment America), Alex McLean (Engine Room Games)
Room 3014, West Hall

Presented by Microsoft
New Opportunities for Independent Developers
Chris Charla (ID@Xbox, Microsoft)
Room 2008, West Hall

Presented by AMD
Optimizing Games for Graphics Core Next Architecture Using AMD Graphics Tools
John Larkin (AMD), Gordon Selley (AMD)
Room 3003, West Hall

Special Event 6:30-8:30pm

IGF & Choice Awards
GDC Ballroom, West Hall

Thursday, March 5

For Conference Attendees
Coffee Break 9:30-10am Lunch 12:30-2pm Coffee Break 3:30-4pm

10-11am

10am-12pm **Diversity Advocacy Workshop**
Manveer Heir (Bioware Montreal), Tim Borrelli (5th Cell), Kate Edwards (International Game Developers Association), Sheri Graner Ray (Zombie Cat Studios)
Room 132, North Hall

ASSASSIN'S CREED: Rendering Unity
Stephen Hill (Ubisoft)
Room 306, South Hall

Building a Manifesto for Game Accessibility
Ian Hamilton (Ian Hamilton DC), Michelle Hinn (Michelle Hinn, LLC), Richard van Tol (HKU University of the Arts Utrecht), Tara Voelker (Ready at Dawn), Thomas Westin (Stockholm University)
Room 130, North Hall

Design by Constraints: HITMAN GO Design Postmortem
Daniel Lutz (Square Enix Montral)
Room 135, North Hall

Designing COUNTERSPY: A Journey From Games to Pixar to Games
Mark Holmes (Dynamighty)
Room 3005, West Hall

GDC Tracks

- Advocacy
- Audio
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- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Thursday, March 5 10-11am

Five Things You Can Do Today to Be a Bit More Agile
Nathalie Goh-Livorness (Microsoft) Room 304, South Hall

Hiring for Hopeless Perfectionists
Sunni Pavlovic (thatgamecompany) Room 2001, West Hall

PEGGLE BLAST: Big Concepts, Small Project
RJ Mattingly (PopCap), Jaclyn Shumate (PopCap), Guy Whitmore (PopCap) Room 3006, West Hall

Practical Virtual Reality for Disney Themeparks
Bei Yang (Walt Disney Imagineering) Room 3020, West Hall

Returners and Retention - How to Win Back Lapsed Players
Phil Mansell (Jagex Game Studios) Room 3016, West Hall

SIMD at Insomniac Games: How We Do the Shuffle
Andreas Fredriksson (Insomniac Games) Room 305, South Hall

The Benefits and Challenges of Supporting Third-Party Developers in Games
Regner Blok-Andersen (CCP Games) Room 2005, West Hall

The Vertical Slice Challenge
Greg Donovan (Volition) Room 303, South Hall

Tools Development at Ubisoft: Building a Shared Vision to Improve the User Experience
David Lightbown (Ubisoft) Room 2016, West Hall

Tools-Based Rigging in Bungie's DESTINY
David Hunt (Bungie), Forrest Sderlind (Bungie) Room 2020, West Hall

WATCH DOGS: Hacking it to 11
Olivier Girard (Ubisoft), Pavel Maximytchev (Ubisoft) Room 3002, West Hall

ROUNDTABLE Acting and Talent for Games: From Indie to AAA Roundtable: Day 2
Alexander Brandon (Funky Rustic, LLC), Jacquie Shriver (Sony Computer Entertainment America) Room 120, North Hall

ROUNDTABLE AI Roundtable: Mostly Beginners
Neil Kirby (Bell Labs) Room 123, North Hall

ROUNDTABLE Child's Play: Making Games for Kids Roundtable: Game Mechanics for Kids
Carla Fisher (Netflix) Room 121, North Hall

ROUNDTABLE Debugging the QA Process: Day 2
Joe Longworth (Cryptic Studios) Room 122, North Hall

ROUNDTABLE IGDA Unity SIG Roundtable
Mike Croswell (Colorado Game Coders, LLC) Room 110, North Hall

ROUNDTABLE IGDA Women in Games SIG Roundtable
Celia Pearce (Northeastern University) Room 111, North Hall

ROUNDTABLE Studio Culture Roundtable: Challenge Overcome
Matt Oztalay (Certain Affinity) Room 124, North Hall

GDC

Thursday, March 5 10am-12:30pm

10-11am (continued)

ROUNDTABLE Visual Effects Roundtable: Day 2
Drew Skillman (Skillman & Hackett) Room 125, North Hall

Presented by AMD
Augmented Hair in Deus Ex Universe Projects: TressFX 3.0
Uriel Doyon (Eidos Montreal), Jason Stewart (AMD) Room 2014, West Hall

Presented by Blizzard
For Students: Careers in Game Development
Various Speakers Career Center Theater, Career Center, North Hall

Presented by Sony Computer Entertainment America
Creating Powerful Connected Experiences on PlayStation®4
Zev Solomon (Sony Computer Entertainment America), Jon Webb (Sony Computer Entertainment America)
Room 3003, West Hall

Presented by Microsoft
Developing with Xbox Live for Windows 10
Vijay Gajjala (Microsoft), Brian Tyler (Microsoft) Room 2008, West Hall

Presented by Intel
Edge Detection Based Post Processing in WARLORDS OF DRAENOR
Matthew M. Williams (Blizzard Entertainment), John Hartwig (Intel) Room 301, South Hall

Presented by Valve
glNext: The Future of High Performance Graphics
Johan Andersson (Electronic Arts, Frostbite Engine Team), Dan Baker (Oxide Games), Pierre-Loup Griffais (Valve Software), John McDonald (Valve Software), Tom Olson (Khronos), Aras Pranckevicius (Unity Technologies), Niklas Smedberg (Epic Games) Room 2006, West Hall

Presented by Simplygon and Platinum Games
Keep the Game Running: A Modern Asset Pipeline
Miguel Alonso (Platinum Games), Samuel Rantaeskola (Simplygon) Room 302, South Hall

Presented by Google
Smart Strategies to Acquire, Monetize and Retain Gamers
Jonathan Alferness (Google), Russell Ketchum (Google) Room 2011, West Hall

Presented by NVIDIA
The NVIDIA SHIELD Platform for Developers
Tony Tamasi (NVIDIA) Room 3001, West Hall

Presented by ARM
Unleash the Benefits of OpenGL ES 3.1 and Android Extension Pack (AEP)
Hans-Kristian Arntzen (ARM), Tom Olson (ARM) Room 3014, West Hall

11:30am-12:30pm

11:30am-1:30pm G.A.N.G. Demo Derby: Music
Laura Karpman (Laura Karpman Music), Jonathan Mayer (Sony Computer Entertainment), Marty O'Donnell (Marty O'Donnell Music), Brian Schmidt (Brian Schmidt Studios), Guy Whitmore (PopCap Games)
Room 3006, West Hall

Anti-Social Behavior in Games: How Can Game Design Help?
Ben Lewis-Evans (Player Research) Room 2009, West Hall

GDC Tracks

- Advocacy
- Audio
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- Programming
- Special Event
- Visual Arts

Thursday, March 5 11:30am-12:30pm

Blurring Separation Between Concept and Production on HALO 2 Anniversary
Michael Pavlovich (Certain Affinity) Room 304, South Hall

Classic Game Postmortem: YARS' REVENGE
Howard Scott Warshaw (Independent) Room 135, North Hall

Code Clinic 2015: How to Write Code the Compiler Can Actually Optimize
Mike Acton (Insomniac Games) Room 3020, West Hall

Deliberately Developmental Leadership
Robin Hunicke (Funomena) Room 2020, West Hall

Don't Just Dream It, Do It: DISNEY INFINITY 2.0 Postmortem
John Blackburn (Disney Interactive), Jeff Bunker (Disney), Gary Pfeiffer (Disney Interactive), John Vignocchi (Disney Interactive), Jameson Wang (Disney Interactive) Room 3005, West Hall

FROSTBITE: Implementing a Scripting Solution for Your Editor
Matthew Doell (Electronic Arts) Room 2016, West Hall

GDC Microtalks 2015: One Hour, Ten Speakers, Games and Play, and Us
Matt Boch (Harmonix Music Systems), Lisa Brown (Insomniac Games), Naomi Clark (Independent), Cara Ellison (Freelance), Holly Gramazio (Independent), Rami Ismail (Vlambeer), Richard Lemarchand (USC), Celia Pearce (Northeastern University), Tim Rogers (Action Button Entertainment), Emily Short (Independent)
Room 2005, West Hall

Leading High Performance Teams
Madelaine Beermann (Ubisoft) Room 130, North Hall

Playing Your Own Game: How Mobile Indies Can Maximize Their Chances Before Global Launch
Keith Katz (Execution Labs) Room 2001, West Hall

The Gamer's Brain: How Neuroscience and UX Can Impact Design
Celia Hodent (Epic Games) Room 305, South Hall

The Making of the Stop Motion Film "The Boxtrolls"
Graham Annable (Laika) Room 306, South Hall

VO Session Live! Part 2!
Michael Csuncs (The Brightskull Entertainment Group) Room 3002, West Hall

Why Did Players Buy That? The Importance of Anticipated Need Satisfaction
Scott Rigby (Immersyve), Troy Skinner (Immersyve) Room 303, South Hall

Worlds Collide: Combining Story and Systems in DRAGON AGE: INQUISITION
Kaelin Lavallee (Bioware), Mark Wilson (Bioware) Room 3016, West Hall

ROUNDTABLE Art Direction and Leadership Roundtable: Day 2
Keith Self-Ballard (Volition) Room 125, North Hall

ROUNDTABLE Black Characters in Games: Who Is the Expert?
Derek Manns (Sungura Games), Dennis Mathews (Revelation Interactive) Room 123, North Hall

ROUNDTABLE IGDA Indie SIG Roundtable
Vlad Micu Room 111, North Hall

ROUNDTABLE IGDA Real Money Gaming SIG Roundtable
Jamison Selby (b Spot) Room 110, North Hall

11:30am-12:30pm (continued)

ROUNDTABLE **Startup Accelerators: Global Funding and Mentorship Programs: Day 2**
Jason Della Rocca (Execution Labs) Room 124, North Hall

ROUNDTABLE **Systems Design Roundtable: The Death Penalty - Finding the Balance for Punishing Failure**
David Bianchi (Volition) Room 121, North Hall

ROUNDTABLE **Virtual and Augmented Reality Roundtable: Day 2**
Doron Kanaan (Edge-mt) Room 122, North Hall

ROUNDTABLE **What Scholars Can Offer Industry: Game Music Education and Research: Day 2**
William Gibbons (Texas Christian University), Dana Plank-Blasko (The Ohio State University), Steven Reale (Youngstown State University), Ryan Thompson (University of Minnesota) Room 120, North Hall

Presented by Twitter
Beyond the Tweets: Building Great Games Using Twitter's Mobile Platform
Hemal Shah (Twitter) Room 2024, West Hall

Presented by Autodesk
Blending Cinematic and Gameplay Animation in THE ORDER: 1886
Adam Byrne (Ready at Dawn), Daniel Sipes (Ready at Dawn) Room 3003, West Hall

Presented by AMD
DirectX 12: A New Meaning for Efficiency and Performance
Dan Baker (Oxide), Stephan Hodes (AMD), Max McMullen (Microsoft), Dave Oldcorn (AMD) Room 2014, West Hall

11:30am-12pm *Presented by SpaceX*
Engineer the Future
Jinnah Hosein (SpaceX) Career Center Theater, Career Center, North Hall

Presented by Arxan Technologies
Game Security
Rennie Allen (Arxan Technologies) Room 302, South Hall

Presented by Intel
Getting There First: OpenGL ES 3.1 and Intel Extensions in FRACTAL COMBAT X
Jon Kennedy (Intel), Davide Pasca (OYK Games), Egor Yusov (Intel) Room 301, South Hall

Presented by ARM
How to Optimize Your Mobile Game with ARM Tools and Practical Examples
Lorenzo Dal Col (ARM) Room 3014, West Hall

Presented by Fyber
Increasing the Valuation of Your Company Through Advertising
Janis Zech (Fyber), Pavreen D. Menon (Bloomberg Industries) Room 2011, West Hall

Presented by NVIDIA
Making Five Star Games for NVIDIA SHIELD and Android TV
Lars M. Bishop (NVIDIA) Room 3001, West Hall

Presented by Microsoft
Xbox Live Multiplayer: Introducing Services for Cross-Platform Matchmaking and Gameplay
Ferdinand Schober (Microsoft) Room 2008, West Hall

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Thursday, March 5 12:30-2:30pm

12:30-2:00pm LUNCH

12:45-1:10pm

In-Game Issue Tracking for Near Instantaneous Testing Feedback
Nathan Brown (Croteam) — Overlook 2, 2nd Fl, West Hall

Just Dance Music Tools: Aiming for Quality in 5 Steps
Jessie Bulteel (Ubisoft) — Overlook 1, 2nd Fl, West Hall

Modelling Metacritic: How Scores Are Generated
Cameron Bolinger (TBA Games) — Overlook 3, 2nd Fl, West Hall

12:45-1:45pm *Presented by Microsoft*
FABLE LEGENDS: Cross-Device Gameplay with Xbox Live
Raymond Arfianto (Lionhead Studios), Julian Davis (Lionhead Studios) — Room 2008, West Hall

12:45-1:45pm *Presented by NVIDIA*
High-Performance Game Engines and Development Tools with NVIDIA SHIELD
David Coombes (NVIDIA) — Room 3001, West Hall

12:45-1:45pm *Presented by Intel*
OIT to Volumetric Shadow Mapping, 101 Uses for Raster Ordered Views Using DirectX 12
Leigh Davies (Intel) — Room 301, South Hall

12:45-1:45pm *Presented by Hansoft*
Platinum Games and Hansoft: The Road to Agility
Jon Leslie (Hansoft), Jean Pierre Kellams (Platinum Games) — Room 302, South Hall

1:20-1:45pm

In-Game Issue Tracking for Near Instantaneous Testing Feedback
Nathan Brown (Croteam) — Overlook 2, 2nd Fl, West Hall

Just Dance Music Tools: Aiming for Quality in 5 Steps
Jonathan T-Delorme (Ubisoft) — Overlook 1, 2nd Fl, West Hall

Modelling Metacritic: How Scores Are Generated
Cameron Bolinger (TBA Games) — Overlook 3, 2nd Fl, West Hall

2-2:30pm

2-3pm **The Evolving JRPG Audio Culture**
Yuichi Nishimatsu (Square Enix), Tomohiro Yajima (Square Enix) — Room 3006, West Hall

6 Years, 1 Game - THEY Must Like Us! Lessons from the Trenches
Greg Balajewicz (BDA Entertainment Inc) — Room 2020, West Hall

Content Optimization Pipeline for an Open World Game
Martin Thorzen (CD Projekt RED) — Room 305, South Hall

Getting Buy-In: How to Give Your Game Audio Style
Joanna Orland (Sony Computer Entertainment Europe) — Room 3002, West Hall

Inspiring Player Creativity in Disney FANTASIA: Music Evolved
Jonathan Mintz (Harmonix Music Systems) — Room 3020, West Hall

2-2:30pm (continued)

Mobile Devices as Development Platform in BROKEN AGE
Oliver Franzke (Double Fine Productions) Room 2016, West Hall

More Science Behind Shaping Player Behavior in Online Games
Jeffrey Lin (Riot Games) Room 2005, West Hall

Moving the Needle: User Research at the End of the Production Cycle
Veronica Zammitto (Electronic Arts) Room 132, North Hall

Perfecting the Recipe for Mobile Success: RESTAURANT STORY 2 Postmortem
Tim LeTourneau (Storm8) Room 3016, West Hall

Portrayals and Pitfalls of Fatness in Games
Todd Harper (University of Baltimore) Room 304, South Hall

The Importance of Cultural Touchstones in Game Design Practice
Morgan Romine (UC Irvine) Room 2001, West Hall

The Lemming Thinking: F2P Business Model Reviewed
Carsten van Husen (Gameforge) Room 3005, West Hall

Virtual Visuals: Key Lessons for Artists Working with VR
Jason Hickey (Sony Computer Entertainment Europe) Room 306, South Hall

ROUNDTABLE IGDA Charitable Foundation Roundtable
Luke Dicken (IGDA Foundation) Room 110, North Hall

ROUNDTABLE IGDA Marketing SIG Roundtable
Daniel Nichols (Compass (x) Strategy) Room 111, North Hall

2:30-3:30pm *Presented by Microsoft*
Best Practices for Leveraging Cloud-Based User Stats and Achievements in Xbox Live
Cierra McDonald (Microsoft) Room 2008, West Hall

2-3pm *Presented by Blizzard*
For Students: Careers in Game Development
Various Speakers Career Center Theater, Career Center, North Hall

Presented by NVIDIA
Cloud Gaming and NVIDIA GRID
Eric Young (NVIDIA) Room 3001, West Hall

Presented by Facebook
Hack Discovery: Facebook for Mobile Games
Dan Morris (Facebook) Room 301, South Hall

Presented by Zendesk
Play Along: Avoiding Soul-Crushing Game Support
Sam Boonin (Zendesk, Inc.) Room 3003, West Hall

Presented by InMobi
The Yin and Yang of Mobile Monetization
Pankaj Bengani (InMobi) Room 302, South Hall

Presented by AppLovin
Using Data to Improve User Experience and Increase Monetization
Adam Foroughi (AppLovin), Matt Gilles (Kochova), Deepak Gupta (MachineZone) Room 2014, West Hall

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Thursday, March 5 3-3:30pm

3-3:30pm

Analytics 101
Dmitri Williams (Ninja Metrics) — Room 2020, West Hall

Designing a Multiplayer Battle Online Arena (MOBA) for the Tablet
Stephan Sherman (super evil megacorp) — Room 2005, West Hall

Designing Your Design Team
Richard Carrillo (Ubisoft Toronto) — Room 2001, West Hall

Developing the Fantasy of a Character through Illustrations
Andrew Silver (Riot Games) — Room 3005, West Hall

Grounding Wildlife in the Mountains of FAR CRY 4
Andrew Konieczny (Ubisoft), Julien Pelletier (Ubisoft) — Room 305, South Hall

Hermes: Extensible REST and RPC Communication for Games Features
Andrew McVeigh (Riot Games) — Room 306, South Hall

History-Shaping Design: Tales Told by Early American Board Games
Julia Keren Detar (Untame) — Room 3020, West Hall

How FIFA Delivers Live Content to Users Fast
Gurdarshan Dhillon (Electronic Arts) — Room 304, South Hall

Implementing Adaptive Loudness and Dynamic Range for Mobile Games
Rob Bridgett (Clockwork Fox Studios) — Room 3002, West Hall

Indie Polish: Making the Most of the Last 10%
Mike Bithell (Mike Bithell Games) — Room 2016, West Hall

More Than This World: A Design Retrospective on SID MEIER'S CIVILIZATION: BEYOND EARTH
David McDonough (Firaxis Games), Will Miller (Firaxis Games) — Room 3016, West Hall

Using Limited Launch Time Wisely
Nobu Fujimori (DeNA) — Room 132, North Hall

We Suck at Inclusivity: How Language Creates the largest Invisible Minority for Games
Rami Ismail (Vlambeer) — Room 303, South Hall

ROUNDTABLE IGDA Localization SIG Roundtable
Simone Crosignani (Keywords Studios) — Room 110, North Hall

ROUNDTABLE IGDA QA SIG Roundtable
Sheri Rubin (Design Direct Deliver) — Room 111, North Hall

Presented by NVIDIA
Cutting Edge Graphics for Android
Mathias Schott (NVIDIA) — Room 3001, West Hall

Presented by deltaDNA
DOUBLE Game Revenue & Engagement: 10 Killer Player Insights
Mark Robinson (deltaDNA) — Room 2014, West Hall

Presented by Tobii Technology
ASSASSIN'S CREED's Infinite Screen and Tobii Eye Tracking in Games
Matt Clyne (Tobii Tech), Corneliu Vasiliu (Ubisoft) — Room 302, South Hall

3-3:30pm (continued)

Presented by Tapjoy
Your Freemium Mobile App is Leaving Money on the Table. Here's What You Can Do About It.
Steve Wadsworth (Tapjoy) Room 2011, West Hall

Presented by Umbra Software
Using Umbra Spatial Data for Visibility and Audio Propagation in QUANTUM BREAK
Jan Beneš (Remedy Entertainment), Thomas Puha (Umbra Software) Room 301, South Hall

4-5pm

Adventures in Storytelling: Telling the World's Stories Through Games
Ishmail Hope (Independent), Sean Vesce (E-Line Media) Room 306, South Hall

AI in the Awesomepocalypse - Creating the Enemies of SUNSET OVERDRIVE
Adam Noonchester (Insomniac Games) Room 3005, West Hall

Analytics 201
Dmitri Williams (Ninja Metrics) Room 2020, West Hall

Classic Game Postmortem: ADVENTURE
Warren Robinett (Independent) Room 135, North Hall

Do Game Developers Want a Union?
Marie-Jose Legault (TLUQ), Johanna Weststar (Western University) Room 2009, West Hall

Efficiency for Game Designers: Lessons Learned Making GUNPOINT Quickly Without Going Mad
Tom Francis (Suspicious Developments) Room 3016, West Hall

game < design
Stone Librande (Riot Games) Room 2005, West Hall

How to Write an Audio Engine
Guy Somberg (Telltale Games) Room 2016, West Hall

Manifest Destiny: Localizing Bungie's DESTINY for the World
Tom Slattery (Bungie) Room 132, North Hall

Multithreading the Entire DESTINY Engine
Barry Genova (Bungie) Room 3020, West Hall

Reimagining Simulation Sports as an Independent Developer
Peter Garcin (HB Studios) Room 2001, West Hall

Saving It, Showing It: Collecting and Exhibiting Videogame History
Jon-Paul Dyson (The Strong), William Huber (Abertay University), Keiran Long (Victoria and Albert Museum), Henry Lowood (Stanford University), Melanie Swalwell (Flinders University) Room 130, North Hall

Small Teams, Big Dreams: How to Build a Small Team to Do Great Things
Simon Oliver (HandCircus) Room 304, South Hall

Smart Sound Design Using Modularity and Data Inheritance
Martin Loxton (Frostbite) Room 3002, West Hall

Soundtracking Hell - The Music of DIABLO III: REAPER OF SOULS
Neal Acree (Neal Acree Music), Russell Brower (Blizzard Entertainment), Derek Duke (Blizzard Entertainment), Joseph Lawrence (Blizzard Entertainment) Room 3006, West Hall

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Thursday, March 5 4-5pm

The Art of MONUMENT VALLEY
Ken Wong (ustwo)
Room 305, South Hall

ROUNDTABLE Automated Testing Roundtable
Andrew Fray (Spry Fox)
Room 124, North Hall

ROUNDTABLE Failing Your Way to Success: Iterative Games User Research Roundtable: Day 2
Jordan Lynn (Deep Silver Volition)
Room 122, North Hall

ROUNDTABLE Game Development on a Shoestring: Low Budget Indie Developers Roundtable: Day 2
Oded Sharon (Corbomite Games)
Room 123, North Hall

ROUNDTABLE IGDA Blacks in the Game Industry SIG Roundtable
Carl Vamado (MERITAS)
Room 110, North Hall

ROUNDTABLE IGDA Regional Chapter Meeting: Asia Pacific
Room 111, North Hall

ROUNDTABLE Technical Artist Roundtable: Day 2
Jeff Hanna (Deep Silver Volition)
Room 125, North Hall

Presented by Chartboost
3 Monetization Metrics to Track Every Single Day
Chung-Man Tam (Chartboost)
Room 2011, West Hall

Presented by ARM
ARM Guide to Unity: Enhancing your Mobile Games
Roberto Lopez Mendez (ARM), Angelo Theodorou (ARM)
Room 3014, West Hall

Presented by NVIDIA
Bringing AAA Franchises to NVIDIA SHIELD, Round-Table, and Postmortem
Justin Kim (NVIDIA), Rev Lebaredian (NVIDIA)
Room 3001, West Hall

Presented by Microsoft
Distributing Games Across Microsoft's Phone, PC, and Xbox Marketplace
Ashish Babbar (Microsoft)
Room 2008, West Hall

Presented by Intel
Efficient Rendering with DirectX12 on Intel Graphics
Andrew Lauritzen (Intel), Michael Apodaca (Intel)
Room 2006, West Hall

Presented by GREE
Engineering Excellence at GREE - A Session For Engineers by Engineers
Nick Dor (GREE International)
Career Center Theater, Career Center, North Hall

Presented by Esri
Hacking Cities: Procedural Modeling of Cities for Open World Games
Pascal Mueller (Esri), Dominik Tarolli (Esri)
Room 301, South Hall

Presented by brainCloud
Juice Your F2P Revenue Using Cloud Tech - Without Advertising!
Paul Winterhalder (brainCloud)
Room 302, South Hall

Presented by Autodesk
Making Games, Building Community, Being Indie
Wesley Adams (Autodesk), Oliver Clark (Modern Dream), Steven Colon (Cupcakes & Critters), Jim Flemming (Barking Mouse Studio), Helana Santos (Modern Dream), Danielle Swank (Barking Mouse Studio), Dusica Vujovic (Cupcakes & Critters)
Room 3003, West Hall

GDC

Thursday, March 5 4-6:30pm

4-5pm (continued)

Presented by Limelight Networks
Power-ups, Super Suits, and Epic Raids: Deconstructing the Game Experience
Jason Thibeault (Limelight Networks) Room 2024, West Hall

Presented by NetEase
Tales of a Billion in China: Currency System Design in The World III
Wu Jiang (NetEase Games) Room 303, South Hall

5:30-6:30pm

#1ReasonToBe
Leigh Alexander (Gamasutra), Katherine Cross (CUNY Graduate Center), Sela Davis (Microsoft), Amy Hennig (Electronic Arts/Visceral Games), Elizabeth LaPensee (Odaminowin Studio), Brenda Romero (UC Santa Cruz/Romero Games), Constance Steinkuehler (Universty of Madison Wisconsin), Adnel Wallick (MsMinotaur)
Room 135, North Hall

A Thousand Voices: Open Game Development
Chris Avellone (Obsidian Entertainment), Colin Campbell (Polygon), Jamie Cheng (Kei Entertainment), Adrian Goya (Squad), Soren Johnson (Mohawk Games) Room 306, South Hall

DESTINY's Multithreaded Rendering Architecture
Natalya Tatarchuk (Bungie) Room 3005, West Hall

Do Artists Dream of Electric Sheep?
Grant Duncan (Hello Games) Room 2020, West Hall

Exploding the Box: Thinking Differently in the A+B Era
Drew Murray (Insomniac Games) Room 3020, West Hall

FAR CRY 4: Gameplay Team Workflow, Iteration and Philosophy
Marc Andre Saulnier (Ubisoft Montreal) Room 303, South Hall

Gaming the Laws of War: Can Real Consequences Mean Real Fun?
Gary Brown (International Committee of the Red Cross), Daniel Greenberg (Media Rez LLC), Seth Hudson (George Mason University), Joris van't Land, (Bohemia Interactive) Room 130, North Hall

Great Management of Technical Leads
Mike Acton (Insomniac Games) Room 132, North Hall

LIVE ART DEMO - Creativity Tools: A Digital Methodology for Design Inspiration
Paul Faulwetter (Independent) Room 2001, West Hall

Marketing Indie Style
Joel Dreskin (Independent), Justin Woodward (Interabang Entertainment) Room 304, South Hall

My Ordinary Process for Crafting Extra-Ordinary Stories
Kazutaka Kodaka (Spikechunsoft) Room 2016, West Hall

Permadeath, Aging and Marriage: The Bloodline System of MASSIVE CHALICE
Brad Muir (Double Fine Productions) Room 2005, West Hall

Procedural and Automation Techniques for Design and Production of SUNSET OVERDRIVE
David Santiago (Insomniac Games) Room 305, South Hall

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Thursday, March 5 5:30-9:30pm

So You Want to Be a Producer?
David Fox (Electric Eggplant), Chuck Hoover (Schell Games), Robin Hunicke (Funomena), Dmitri Johnson (dj2 Entertainment), Adam Sessler (TheoryHead)
Career Center Theater, Career Center, North Hall

Taking It Personal: The Emotional Toll of Being Indie
Christian Allen (Serellan LLC)
Room 2009, West Hall

The Neuroscience of Game Audio
Zak Belica (Epic Games), Seth Horowitz (NeuroPop)
Room 3002, West Hall

The Play of Stillness: Designing Experiential Play Spaces
Brian Upton (Sony Santa Monica)
Room 3016, West Hall

Women in Game Audio
Corina Bello (High Moon Studios), Laura Karpman (Laura Karpman Music), Penka Kouneva (Kouneva Studios), Paul Lipson (Microsoft Studios), Benedicte Ouimet (Ubisoft Montreal), Belinda Van Sickle (Women in Games International)
Room 3006, West Hall

ROUNDTABLE Animation & Character Performance Roundtable: Day 2
Tim Borrelli (5th Cell)
Room 125, North Hall

ROUNDTABLE Game Writers' Round Table: Tips, Tricks and Techniques: Day 2
Richard Dansky (Ubisoft/Red Storm)
Room 121, North Hall

ROUNDTABLE Global Game Jam Roundtable
Ciro Duran (Caracas Game Jam)
Room 124, North Hall

ROUNDTABLE Production Support Roundtable: Career Development/ Advancement
David Cubberly (Deep Silver Volition), Lissette Wells (Deep Silver Volition)
Room 122, North Hall

ROUNDTABLE IGDA Regional Chapter Meeting: Europe, Middle East, Africa
Hendrik Lesser (remote control productions)
Room 110, North Hall

ROUNDTABLE IGDA Regional Chapter Meeting: Latin America
Enrique Fuentes (Teravision Games)
Room 111, North Hall

ROUNDTABLE Technical Issues in Tools Development: Day 2
Geoff Evans (Konami, Kojima Productions)
Room 123, North Hall

Presented by Microsoft
Solve the Tough Graphics Problems with Your Game Using DirectX Tools
Rong Lu (Microsoft), Jason Strayer (Microsoft), Rudolph Balaz (Microsoft)
Room 2008, West Hall

Presented by NVIDIA
Android Dev-Diaries of EA Firemonkeys' NEED FOR SPEED: NO LIMITS
David Horowitz (NVIDIA)
Room 3001, West Hall

Special Event 5-6pm

GDC Happy Hour
Expo Floor, South Hall, Lower Level

Special Event 7:30-9:30pm

13th Annual Game Audio Network Guild Awards
Room 3002, West Hall

GDC

Friday, March 5 10-11am

Friday, March 6

For Conference Attendees
Coffee Break 9:30-10am Lunch Break 12-1:30pm

10-11am

Classic Game Postmortem: LOOM
Brian Moriarty (WPI)
Room 135, North Hall

Continuous Testing
Lance Hitchcock (ArenaNet)
Room 306, South Hall

Fast Iteration for FAR CRY 4 - Optimizing Key Parts of the Dunia Pipeline
Remi Quenin (Ubisoft)
Room 2016, West Hall

Game Studio Management: Making It Great
Jesse Schell (Schell Games LLC)
Room 2001, West Hall

Interior Design and Environment Art: Mastering Space, Mastering Place
Dan Cox (Ubisoft Toronto)
Room 3005, West Hall

Landing Your First Game and Building a Career
Adam Gubman (Adam Gubman Music), Kole Hicks (Kole Audio Solutions), Gerard Marino (G-Musique), Billy Martin (Billy Martin Music), Duncan Watt (Fastestmanintheworld Media)
Room 3002, West Hall

LITTLEBIGPLANET 3 and Beyond: Taking Your Score to Vertical Extremes
Winifred Phillips (Generations Productions LLC)
Room 3006, West Hall

Networking Gameplay and AI in ASSASSIN'S CREED UNITY
Charles Lefebvre (Ubisoft)
Room 3020, West Hall

Player Choice of Gender and Body Type in SUNSET OVERDRIVE
Adalbert Kinsey (Insomniac Games)
Room 305, South Hall

Postmortem: Developing Systemic Crowd Events on ASSASSIN'S CREED UNITY
Christine Blondeau (Ubisoft Montreal)
Room 3016, West Hall

Postmortem: The Active Development of KERBAL SPACE PROGRAM
Felipe Falanghe (Squad)
Room 2005, West Hall

Still Gaming After All These Years
Laura Buddine (Iacta LLC), Jill Miller (Independent), David Mullich (Electric Sheep Game Consulting), Mike Sellers (Indiana University), William Volk (PlayScreen, LLC), Mary-Margaret Walker (Mary-Margaret Walker)
Room 304, South Hall

Strong People, Strong Studio: How You Can Strengthen Your People's and Your Studio's Resilience
Johanna Schober (Sproing Interactive Media GmbH)
Room 303, South Hall

Why Indies Need to Think Backwards to Move Forward
Charles Cox (4gency)
Room 2020, West Hall

ROUNDTABLE AI Roundtable: Everyone
Neil Kirby (Bell Labs)
Room 123, North Hall

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Friday, March 6 — 10am-12pm

ROUNDTABLE Art Direction and Leadership Roundtable: Day 3
Keith Self-Ballard (Volition) — Room 125, North Hall

ROUNDTABLE Failing Your Way to Success: Iterative Games User Research Roundtable: Day 3
Jordan Lynn (Deep Silver Volition) — Room 122, North Hall

ROUNDTABLE IGDA Business & Legal SIG Roundtable
Tom Buscaglia (The Game Attorney PC) — Room 111, North Hall

ROUNDTABLE IGDA Journal Kickoff
Suzanne Freyjadis (IGDA Game Education SIG) — Room 110, North Hall

ROUNDTABLE Startup Accelerators: Global Funding and Mentorship Programs: Day 3
Jason Della Rocca (Execution Labs) — Room 120, North Hall

ROUNDTABLE Systems Design Roundtable: Mind Games Altering Player Perception
David Bianchi (Volition) — Room 121, North Hall

ROUNDTABLE Virtual and Augmented Reality Roundtable: Day 3
Doron Kanaan (Edge-mt) — Room 124, North Hall

Presented by Chartboost
5 Best Practices for Cost-Efficient User Acquisition
Pepe Agell (Chartboost) — Room 2011, West Hall

Presented by Microsoft
Better Power, Better Performance: Your Game on DirectX12
Bennett Sorbo (Microsoft) — Room 2008, West Hall

Presented by NVIDIA
The Technology Behind NVIDIA GRID Game Streaming
Khurrum Islam (NVIDIA), Max Paklin (NVIDIA), Bojan Vukojevic (NVIDIA), Xun Wang (NVIDIA)
Room 3001, West Hall

11:30am-12pm

Audio Tips for Public Betas, Alphas and Early Access
Matthew Marteinsson (Klei Entertainment) — Room 3002, West Hall

Automated Testing and Instant Replays in RETRO CITY RAMPAGE
Brian Provinciano (Vblank Entertainment) — Room 306, South Hall

Building a Recommendation System for EVERQUEST LANDMARK's Marketplace
Ben Weber (Daybreak Game Company) — Room 2020, West Hall

Controlling Carnage: Effective Side-Scroller Controls on Mobile
Kayla Kinnunen (Roadhouse Interactive) — Room 3016, West Hall

How GAMEVIL Transitioned from Premium Apps to Freemium Service
Han Sol Junger (GAMEVIL USA) — Room 303, South Hall

How to Choose the Best Typographic System for Your Global Game
Terrance Weinzierl (Monotype) — Room 3005, West Hall

Friday, March 6 11:30am-1:30pm

11:30am-12pm (continued)

How to Make and Self-Publish a Game in 12 Months
Matthew Viglione (SomaSim) — Room 304, South Hall

How to Make Your Game Just Completely Hilarious: THE STANLEY PARABLE
William Pugh (Roberts & Co Bunsen Outlet Limited) — Room 3020, West Hall

Indie Development & The Economy of Favors
Theresa Duringer (Turtle Sandbox) — Room 2001, West Hall

Precision of Emotion: A New Kind of "Fun" Approach
Erin Hoffman (GlassLab) — Room 2005, West Hall

The Ultimate Trim: Texturing Techniques of SUNSET OVERDRIVE
Morten Olsen (Insomniac Games) — Room 305, South Hall

ROUNDTABLE IGDA Game Devs with Kids SIG Roundtable
Heather Logas — Room 111, North Hall

ROUNDTABLE IGDA Student SIG Roundtable
Adam LeClair — Room 110, North Hall

Presented by NVIDIA
Data Analytics from the NVIDIA GRID Service
Donny Johnson (NVIDIA) — Room 3001, West Hall

Presented by Microsoft
Sustained Gaming Performance in Multi-Core Mobile Devices
Iulian Calinov (Microsoft) — Room 2008, West Hall

11:30am-12:30pm

ROUNDTABLE Animation & Character Performance Roundtable: Day 3
Tim Borrelli (5th Cell) — Room 125, North Hall

ROUNDTABLE Debugging the QA Process: Day 3
Joe Longworth (Cryptic Studios) — Room 122, North Hall

ROUNDTABLE Production Support Roundtable: Teams - Motivating/ Managing People
David Cubberly (Deep Silver Volition), Lissette Wells (Deep Silver Volition) — Room 124, North Hall

ROUNDTABLE Technical Issues in Tools Development: Day 3
Geoff Evans (Konami, Kojima Productions) — Room 123, North Hall

ROUNDTABLE What Scholars Can Offer Industry: Game Music Education and Research: Day 3
William Gibbons (Texas Christian University), Dana Plank-Blasko (The Ohio State University), Steven Reale (Youngstown State University), Ryan Thompson (University of Minnesota) — Room 120, North Hall

12-1:30pm LUNCH

GDC Tracks

- Advocacy
- Audio
- Business, Marketing & Management
- Career Development
- Design
- Game Career Seminar
- Monetization
- Production
- Programming
- Special Event
- Visual Arts

Friday, March 6 12:15-2:30pm

12:15-1:15pm

Presented by Microsoft
Designing Games for a Windows Core World
Shai Hinitz (Microsoft), Todd Williams (Microsoft) Room 2008, West Hall

Presented by NVIDIA
Developing Games for NVIDIA GRID
Kevin Klemmick (NVIDIA), Eric Young (NVIDIA) Room 3001, West Hall

21st Annual IASIG Town Hall Meeting
Room 3002, West Hall

IGDA Annual General Meeting
Room 304, South Hall

1:30-2:30pm

1:30-5pm Experimental Gameplay Workshop
Robin Hunicke (Funomena), Kevin Regamey (Power Up Audio), Chris Walker (SineRider), Nicky Case (Parable of the Polygons), Vi Hart (Parable of the Polygons), Austin Wintory (Independent), Ryan Green (Numinous Games), Josh Larson (Numinous Games), Christopher Cinq-Mars Jarvis (Synonymy), Chaim Gingold (Earth Primer), Marc Flury (Drool), Brian Gibson (Drool), Jonas Maaloe (Glitchnap), Goksu Ugur (Maze of Heart), Jimin Song (Maze of Heart), Halay Yang (Maze of Heart), Ivan Safrin (Independent), Thu Tran (Independent), Yuting Su (Curiouser and Curiouser!), Martzi Campos (Curiouser and Curiouser!), Alexander Krasij (alexk.net), Robin Baumgarten (Independent), Robin Arnott (SoundSelf), Eddie Lee (Funktronic Labs), Erin Houston (Funktronic Labs), Justin Sabo (Digital Dreams) Room 135, North Hall

A Live Art Demonstration of Creating Worlds through Design Thinking
Feng Zhu (Feng Zhu Design) Room 3005, West Hall

A View from the White House: Games Beyond Entertainment
Mark DeLoura (White House Office of Science & Technology Policy) Room 304, South Hall

Adaptive Virtual Texture Rendering in FAR CRY 4
Ka Chen (Ubisoft) Room 306, South Hall

Connecting Players and Franchise: A Compelling Solution to the Cross-Platform Challenge
Leah Shinkewski (Bioware) Room 2001, West Hall

Dialog Systems in Double Fine Games
Anna Kipnis (Double Fine Productions) Room 3020, West Hall

Embedded Game Journalism: Building Transparency and Trust with the Press (and Your Audience)
Jeff Pobst (Hidden Path Entertainment) Room 2020, West Hall

Guilty Gear Xrd's Art Style: How'd We Do That?!
Junya Christopher Motomura (Arc System Works) Room 2016, West Hall

Level Up Your Game: The Untapped Potential of Roguelikes
Tom Cadwell (Riot Games) Room 2005, West Hall

Lessons from the Core Engine Architecture of DESTINY
Chris Butcher (Bungie) Room 3016, West Hall

Open World Game Audio - SUNSET OVERDRIVE
Herschell Bailey (Insomniac Games), Dwight Okahara (Insomniac Games) Room 3002, West Hall

1:30-2:30pm (continued)

Teaching Tolerance and Civil Courage through Games with 'Call Her Lotte'
Michael Geidel (MinquidiFilm), Annekathrin Wetzel (MinquidiFilm) — Room 303, South Hall

Ten Tips for Successful Game Industry Interviews
Ira Fay (Fay Games) — Career Center Theater, Career Center, North Hall

The Art of AZTEZ
Ben Ruiz (Team Colorblind) — Room 305, South Hall

Where Does the Game End and the Instrument Begin?
Matt Boch (Harmonix Music Systems), Nick Bonardi (Ubisoft), Jon Moldover (Smule Inc.), Brian Schmidt (Brian Schmidt Studios), David Young (Smule Inc.) — Room 3006, West Hall

ROUNDTABLE Acting and Talent for Games: From Indie to AAA Roundtable: Day 3
Alexander Brandon (Funky Rustic, LLC), Jacquie Shriver (Sony Computer Entertainment America) — Room 120, North Hall

ROUNDTABLE Black Characters in Games: Diversify Your Game
Derek Manns (Sungura Games), Dennis Mathews (Revelation Interactive) — Room 124, North Hall

ROUNDTABLE Child's Play: Making Games for Kids Roundtable: User Testing with Kids
Carla Fisher (Netflix) — Room 121, North Hall

ROUNDTABLE Game Development on a Shoestring: Low Budget Indie Developers Roundtable: Day 3
Oded Sharon (Corbomite Games) — Room 122, North Hall

ROUNDTABLE IGDA Game Accessibility SIG Roundtable
Thomas Westin (Stockholm University) — Room 110, North Hall

ROUNDTABLE IGDA Game Education SIG Roundtable
Suzanne Freyjadis (IGDA Game Education SIG) — Room 111, North Hall

ROUNDTABLE Visual Effects Roundtable: Day 3
Drew Skillman (Skillman & Hackett) — Room 125, North Hall

Presented by Microsoft
PC Games for Windows 10
Chuck Walbourn (Microsoft) — Room 2008, West Hall

3-4pm

How to Implement AAA Game UI in HTML and JavaScript
Yee Cheng Chin (Electronic Arts/Maxis) — Room 306, South Hall

No More Excuses, Your Guide to Accessible Design
Tara Voelker (Ready at Dawn) — Room 304, South Hall

Rendering the World of FAR CRY 4
Stephen McAuley (Ubisoft Montreal) — Room 305, South Hall

Shared World Shooter: DESTINY's Networked Mission Architecture
Justin Truman (Bungie) — Room 2016, West Hall

GDC Tracks

- Advocacy
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- Visual Arts

Friday, March 6 — 3-5pm

Spellbound: Asking Questions About Habit Forming Game Design
Oscar Clark (Untiy Technologies) — Room 303, South Hall

Using Earned Value to Course Correct and Deliver on Time
Maxwell Zierath (Filament Games LLC) — Room 2001, West Hall

ROUNDTABLE Game Writers' Roundtable: Tips, Tricks and Techniques: Day 3
Richard Dansky (Ubisoft/Red Storm) — Room 121, North Hall

ROUNDTABLE IGDA AI SIG Roundtable
Luke Dicken (IGDA Foundation) — Room 111, North Hall

ROUNDTABLE IGDA Open Source & Free Culture SIG Roundtable
Ruth Suehle (Red Hat) — Room 110, North Hall

ROUNDTABLE Studio Culture Roundtable: The Way Forward
Matt Oztalay (Certain Affinity) — Room 123, North Hall

ROUNDTABLE Technical Artist Roundtable: Day 3
Jeff Hanna (Deep Silver Volition) — Room 125, North Hall

Game Career Seminar • 9am-5pm • Room 130, North Hall

9-9:25am A New R&D Process for Game Design
James Taylor (Game Changer Chicago Design Lab - University of Chicago) — Room 130, North Hall

9:35-10am From Student To Designer/Writer: Real Talk
Katie Chironis (Her Interactive) — Room 130, North Hall

10:10-10:35am How to Get Publishers to Pay You to Do Whatever You Want
Brandon Sheffield (Necrosoft Games) — Room 130, North Hall

10:45-11:10am Indie Marketing
Justin Woodward (Interabang Entertainment) — Room 130, North Hall

11:20am-12:20pm Killer Portfolio or Portfolio Killer: Part 1 - Advice from Industry Artists
Nicholas Bouvier (343), Greg Foertsch (Firaxis Games), Wyeth Johnson (Epic Games), Alison Kelly (Alison Kelly Consulting), Shawn Robertson (Irrational Games), Steve Scott (Bungie) — Room 130, North Hall

1:30-5pm Killer Portfolio or Portfolio Killer: Part 2 - Portfolio Reviews
Nicholas Bouvier (343), Greg Foertsch (Firaxis Games), Gavin Goulden (Insomniac Games), Wyeth Johnson (Epic Games), David Johnson (Infinityward), Alison Kelly (Alison Kelly Consulting), Marie-Michelle Pepin (Independent), Shawn Robertson (Irrational Games), Steve Scott (Bungie) — Room 132, North Hall

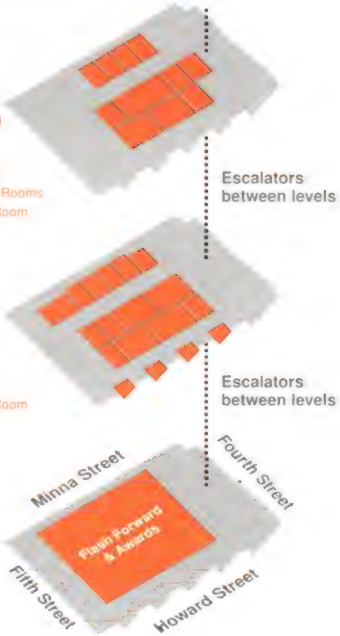
1:40-2:05pm Drawing Inside The Lines: Art with Constraints
Randy OConnor (Independent) — Room 130, North Hall

2:15-2:40pm Internships - Bridging the Gap from Education to Industry
Caitlin Goodale (Microsoft) — Room 130, North Hall

2:50-3:50pm Going Indie: 10 Questions to Help You Decide if It's Right for You
Don Daglow (Daglow Entertainment LLC) — Room 130, North Hall

4-5pm Micro Postmortems
Room 130, North Hall

Moscone West

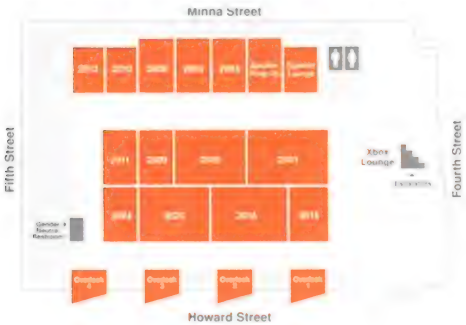


Moscone North & South

San Francisco City Map

West Hall, Third Level

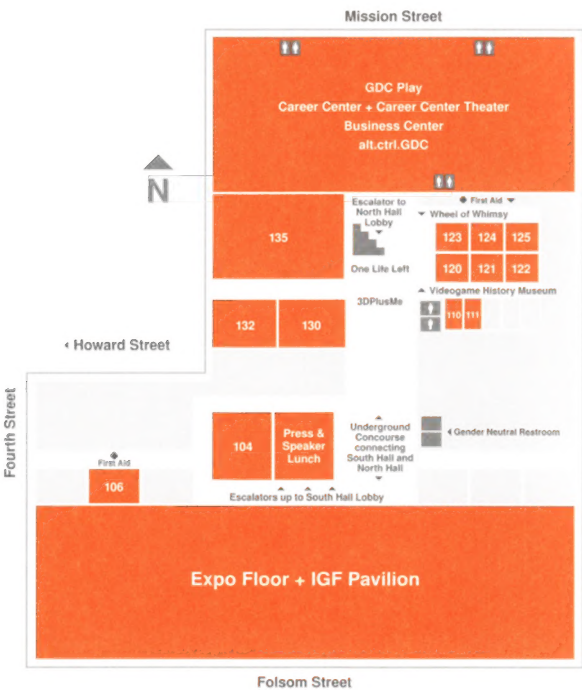
West Hall, Second Level



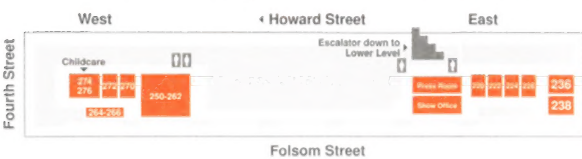
West Hall, Street Level

North & South Hall, Street Level

North & South Hall, Lower Level



South Hall, Mezzanine Level



GDC Expo

SOUTH HALL EXPO FLOOR | FLOOR MAP+LISTING

COMPANY NAME	BOOTH #
6Waves	636
Aarki	137
Academy of Art University	402
ACE EdVenture Studio	235
AD VERBUM	2042
ad4game	2235
AdCash	2419
ADIA Entertainment Ltd.	1644
Adya Technologies Inc.	134
AgeCheq	1844
Airpush	2401
Akamai Technologies Inc.	2310
Allegorithmic	212
Amazon Mobile Ad Network	2429
American Express OPEN	232
A-onesoft	117
App Annie	1438
Appier	641
AppLift	2341
Apportable, Inc.	1218
Appsaholic	2337
AppsFlyer LTD	830
ARM	1624
Arxan	536
Audiokinetic	836
Auro Technologies NV	741
Belgian Trade Commission	512
Bigpoint GmbH	2344
brainCloud	2444
Carnegie Mellon - Entertainment Technology Center	138
Carr & Ferrell LLP	2443
Cedexis	105
Chartboost, Inc.	2236

COMPANY NAME	BOOTH #
Calldorado	130
Cinder Labs	742
ClicksMob Inc.	1446
Clickteam USA, LLC	736
Cnam-Enjmin / Native Prime	142
Cocos2d-x	2010
CodeWeavers, Inc	202
Coherent Labs	737
Columbia College Chicago	241
Crytek	1424
DaoPay	1743
DAU-UP	2342
de Wolfe Music	230
DigiPen Institute of Technology	329
Digital Forest	1638
Dimensional Imaging	115
Dolby	1632
Domob	2435
DSPmobi	1942
Dynamixyz	1643
Elias Software AB	1944
Engaged Leadership	2302
Enzyme Testing Labs	1444
Esri	2036
Facebook	2102
faceshift	107
Faceware Technologies, Inc.	205
FGL	2405
Fiksu	831
Firelight Technologies	624
FLMobile	2242
Florida Interactive Entertainment Academy	341
Focus Home Interactive	416
FoundationDB	2438

COMPANY NAME	BOOTH #
Fresvii	144
Frontier Developments Ltd.	112
Fuse Powered	1244
Game Cloud Continental	735
GamerU	2437
gamigo group	2002
GitHub	2224
GMO TECH	2424
Google, Inc.	502
Graphine NV	101
GrowMobile by Perion	2416
GTArcade I Youzu Interactive	2143
IBM Cloudant	2431
Imagination Technologies	1142
IncrediBuild	738
InMobi	2315
Internap	1938
iovation	2137
IRONSOURCE LTD	108
Italian Trade Commission	702
Keywords Studios	1744
KOCCA	1616
Kongregate	2402
Laguna College of Art & Design	238
LeadBolt	841
Limelight Networks, Inc.	2434
Lionbridge	2425
Loggly Inc	1838
Magic Spell Studios/RIT Magic Center	532
Malaysian Pavilion	1910
Manage.com	424
Marmalade	930
MASA Group	843
Maxon	208

COMPANY NAME	BOOTH #
MdotM	2241
Metaps Pte. Ltd.	123
Michigan Economic Development Corporation	330
Millennial Media	941
Mindmaze SA	924
MIRAISENS, Inc.	642
Mixamo	310
Mozilla	2110
MSI Computer Corp.	113
NASmedia	542
NDP Media Corp	635
NetEase	2130
Netherfire Entertainment, Inc.	2243
Nod Labs	2406
NVIDIA	1016
NYU Game Center	237
OC3 Entertainment	638
Oculus VR	1224
Oink	936
OneSky Inc. Limited	2141
Opaque Multimedia	2041
Optitrack	524
PagerDuty	2144
Panda Graphics	305
Panzar Studio	2428
Paymentwall	1924
Pearson / Addison Wesley	229
Perception Neuron	218
Perforce	632
Philippine Trade and Investment Center	2030
Plus Source	2432
Pole To Win America	2415
PopcornFX	631
ProChile	231

COMPANY NAME	BOOTH #
Proficient City Limited	2306
PromPeru	244
Qualcomm	612
Quixel AB	302
RAD Game Tools	724
RadiumOne	842
Razer	602
Redis Labs	2319
ReliableCoders	2135
Re-Logic	2230
RevMob	1335
Ringling College of Art & Design	732
Rixty	2410
Roblox	1932
Sandboxr	1824
Savannah College of Art & Design	SCAD 243
Scottish Development International	1238
Sheridan College	242
Side Effects Software	224
Silicon Studio Corporation	316
Simplygon	410
Simul Software Ltd	1042
Singapore Gamebox	2116
SkookumScript	141
Skrill USA, Inc.	2237
SkyMobi	2142
Softlayer Technologies	2024
Sony Computer Entertainment America	**1202**
SpeedTree	835
Sungame Corporation	2124
SupersonicAds	942
Sweden Game Arena	124
Tactical Haptics	2442
Talking Data	118

COMPANY NAME	BOOTH #
TAPGERINE LLC	136
Tapjoy	814
TapSense	111
Taptica Ltd.	2335
Taylor & Francis	301
TEAMSPEAK	129
The Realm System	2044
Tobii Technology	2324
T-Rex	1445
TUNE	2330
UKIE	1916
Umbra Software	824
Unity Technologies	**1402**
University of Utah	335
Unreal Engine	**1024**
Valve	**1602**
Virtuix	1635
VMC Games	731
Voxel Farm Inc.	2320
Vuzix	133
Wacom Technology	2216
Xbox	**802**
XIM Inc.	2423
XPEC Entertainment	2136
Xsens	201
Xsolla	2210
YEI Technology	1343
Yext	236
Yvolver, Inc.	102
Zendesk	529
ZPLAY	2336

GDC Play | Career Center | Business Center

NORTH HALL EXPO FLOOR | FLOOR MAP+LISTING

GDC Play

10-20 Media	PL203
1st Playable Productions	PLMR4, PL304
Alderac Entertainment Group | Rho Sigma	PL322
Antagonist	PL418
apelab	PL421
Appsquare	PL215
Bifrost Entertainment	PL619
Blindflug Studios AG	PL320
BluBox Games	PL404
Cappasity	PL514
Cococucumber	PL500
Cubicorn Games	PL205
Curious Media Inc	PL403
daisy	PL603
Daylight Studios	PL502
D-Pad Studio	PL520
Dreamlords Digital	PL423
Eppy Games	PL302
FEELREAL	PL510
Feist	PL419
Fifth Season	PL420
Focus Home Interactive	PL301
Fugitive Games	PL405
Glyphite	PL615
Good Mood Creators LLC	PL100
Hyper Games	PL522
Kybernesis	PL633
La Cosa Entertainment	PL313
Last Life Games	PL104
Lightmare Studios Pty Ltd	PL110
Melior Games	PL201
Minimega Pty Ltd	PL114
Mission Critical Studios	PL401
MyDream Interactive	PL611
Namazu Studios	PL202
Ontario Media Development Corporation	PL503
Original Force	PL319
Other Ocean Interactive	PL204
Pinnguaq	PL501
Ravn Studio	PL523
Red Katana	PL305
Rensselaer Polytechnic Institute	PL613
Rock Pocket Games	PL518
Roland Studios	PL402
Sarepta	PL422
Serenity Forge	PL300
SMG Studio	PL112
Snowcastle Games	PL519
Spellbind Studios	PL400
Sqor Sports	PL218
Stanford University	PL512
Stompy Bot Productions	PL210
Sumo Digital Ltd	PLMR3
Sun Shot Games	PL311
Surprise Attack Pty Ltd	PL213
Surreal Games	PL315
The Voxel Agents	PL211
Three Flip Studios	PL214
Tinimations	PL621
Tipping Goat	PL200
Turbo Tape Games	PL521
Waden Kane Game Studios	PL504
WitchLake SA	PL318
YETi CGI	PL601

Career Center

aristocrat	CC2320
FZD School of Design	CC2412
Glu Mobile	CC2220
GREE	CC2102
High 5 Games	CC2112
High Voltage Software	CC2404
Louisiana Economic Development	CC3300
Magic Leap	CC2416
Nelson Interactive	CC2004
Nexon America	CC3100
Nike	CC2312
Sony Computer Entertainment America	**CC2202**
SpaceX	CC2120
Storm8	CC2212
The Guildhall at SMU	CC3200
Virtuos, Ltd.	CC2012
Wargaming.net LLP	**CC2302**

Business Center

AMD HQ	BMR2837, BMR2835, BMR2833
Autodesk	BMR2630
Blizzard Entertainment, Inc.	BMR2647
Digital River, Inc.	BMR2834
E3	BMR2838
Geomerics	BS2622
Hansoft	BMR2548
Havok	BMR2822
Nintendo	BMR2742, BMR2738, BMR2732
NVIDIA	BMR2636
Sony Computer Entertainment America	**BMR2550**
Stardock Entertainment	BMR2655
Tencent Games	BMR2651
Twitter	BMR2840
VisiSonics	BMR2546
Xbox	**BS2522**
zSpace	BMR2653

GDC RETURNS
MARCH 14–18, 2016

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